SONY • NINTENDO • SEGA • PC • ARCADE

01. 00001. 01

NO. 3 AUGUST 1998

US $5.99 • CANADA $ 7.99

gamers' Republic

COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

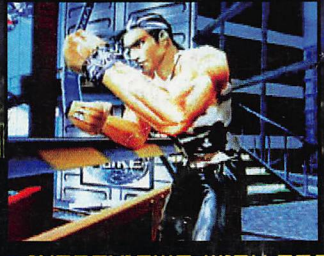


FINAL FANTASY VIII

HUGE E3 BLOWOUT!
OVER 200 NEW GAMES INSIDE!

LEGACY OF KAIN 2, RAYMAN 2, SF ALPHA 3, SILENT HILL, TUROK 2, F-ZERO X
ZELDA: THE OCARINA OF TIME, MEDIEVIL, TRESPASSER & LOTS MORE

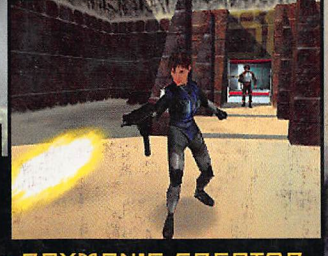
AM2'S SPIKE



CASTLEVANIA 64



PERFECT DARK



- INTERVIEWS WITH TREASURE, JAMES WOODS & RAYMAN'S CREATOR
- ANIME, MUSIC & MOVIE REVIEWS!

SEGA DREAMCAST

NEW CONSOLE REVEALED
SEVEN PAGE EXCLUSIVE!

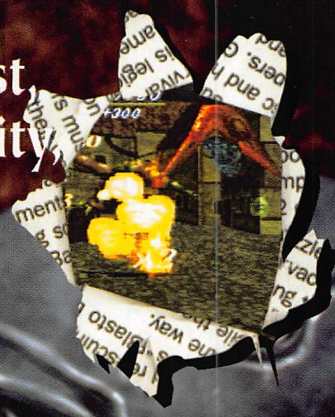
MILLENNIUM PUBLICATIONS INC

08>

0 74470 94134 7

US $5.99 CANADA $7.99

In A World Enslaved By Ghosts Of The Past, Twisted Egos Bend To The Whims Of Insanity, Unleashing All That Is Forbidden.







Win $10,000*

Guncon

FOR USE WITH THE NAMCO GUNCON

PlayStation

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

* Full details can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to Elemental Gearbolt Contest c/o Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

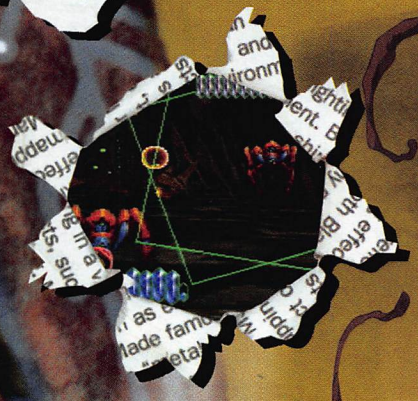
幻世虛構 精靈機導彈

ELEMENTAL GEARBOLT™

Magic Technology

Annihilation





Contest Co-sponsors:

ELECTRONIC GAMING MONTHLY™

EB electronics boutique

Unique RPG/Shooting Hybrid Environment!
Over 15 Minutes Of Haunting Animation!
Unbelievable Orchestral Soundtrack!
Fully GunCon and Hyper-Blaster Compatible!

WORKING DESIGNS®

Our games go to 11™

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "ELEMENTAL GEARBOLT" is a trademark of Sony Computer Entertainment Inc. Original Game © Sony Computer Entertainment Inc. 1997. This game is published by Working Designs under license from Sony Computer Entertainment Inc. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Shooters make better lovers! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417. "Electronic Gaming Monthly" is a trademark of Ziff-Davis Inc.

Gamers' Republic Manifesto

Publisher's Log 1.3



I've never felt so good as I did slipping my Nomad out of its case as the rickety 757 ascended out of Atlanta. Hot, moist weather, 72 Ford Fairmont taxies with no AC, and thousands of people in one place do not make a good mix. Thankfully, this year's show was an eventful one, helping me keep my mind off of where I was and how far I had to walk between concourses, looking at that wretched psychedelic carpeting.

As expected, Sega took center stage at this year's event with the official announcement of their 128 bit Dreamcast console. At an invitation-only reception, they opened with some much needed comic relief. Kevin Nealon, in a Weekend Update spoof, joked about Sega's recent checkered past (while slipping in some hysterical introspection about the competition), 32x's discovered in tombs beneath the pyramids, and how next year's E3 would be held in Bogata (because it's the only place hotter, more humid, and that makes even less sense than Atlanta). It was a clever way of saying "we know, and it won't happen again." Afterwards, Sega COO Bernie Stolar spoke of the system's amazing capabilities as well as the company's strategic alliances and industrious marketing plans. Then the moment of truth arrived and everybody got to see the actual hardware in action. The only game shown stunned the crowd: an un-named shooter said to be 20% complete. The only way I can describe it is as playable CG. No pixels were evident. While there was an on screen display leading me to believe it was an actual game, it's hard to believe that a video game could look so majestic. Later that night at the gala Nintendo party, "the Dreamcast shooter" was the topic of many conversations. The developers I spoke with seemed skeptical. Then again, it was open bar. Sega attempted to keep out the cameras but I saw at least two emerge from under coats, so perhaps some blurry photos have emerged.

In the meantime, Sony stood fast as the industry leader with a rock-solid presence, including too many new games to count. The PlayStation will enjoy at least a five year run (as all good hardware should). I'm still amazed by the PlayStation. It continues to evolve with each passing year. *Medievil*, *Spyro*, *Crash 3*, *Wild 9*, *Metal Gear Solid*, *Kain: Soul Reaver*, *Tomb raider 3*, and too many more to list all stood out as exemplary 3D titles. Moreover, I'm sure that Sony R&D is watching from on high and taking notes. Rumors of a re-writeable 1-gig mini-disc format console for the year 2000 were circulating among more than a few developers.

Nintendo's big gun, *Zelda: The Ocarina of Time*, was exactly as promised, but surprisingly there was only one other notable first party N64 announcement: that of RARE's *Perfect Dark* (see page 56). I don't doubt that the N64 has legs; in fact, I think we've only begun to see what the system is capable of, but I did expect more (perhaps *Mario RPG* and a new *Donkey Kong*) in terms of new games. Of course, this year's *Zelda* will be next year's *Metroid*, etc., and Nintendo can keep loading that gun for a long time. Nintendo spoke of a three prong attack to maintain their market share with N64; Poke'mon, the combination animated TV show, virtual pet, and RPG (for both *N64* & *Game Boy)* that's breaking sales records in Japan; and the soon to be released Color Game Boy, which can display 56 colors on screen. After a ten year run, The GameBoy is a part of Americana; adding color may just add ten more, but It will be interesting to see if American kids pick up on Poke'mon fever. Because it's communal (kids can build and go head to head with their own monsters) and tied to the tube, something tells me it will.

PC gaming has reached a point where even the most diehard console player cannot deny its supremacy. Voodoo 2 accelerated games such as *Unreal*, *Rayman 2*, and *Citizen Kabuto* are currently in a class by themselves. There was innovation all around in regards to PC gaming, along with the mainstay corridor shooters and real time strategies, which were in abundance.

Most importantly, the video game industry seems as healthy as ever. With the lion's share of third party companies developing and acquiring software on multiple viable platforms, small developers bent on staking their claim are finding homes, and quality in general seems on the rise. Next year's show will be in LA. I hope it snows.

In closing, the staff of *Gamers' Republic* would like to dedicate this issue to Phil Hartman. We interviewed him and sent his son a new game console in gratitude just weeks before his untimely death. He was one of the nicest and most genuine people I've ever met. He will be missed severely.

Gamers' Republic: (n.) 1. A magazine in which the supreme power rests on the body of the readership entitled to further their gaming knowledge, exercised by representatives chosen directly or indirectly by them.
2. Any body of persons viewed as a commonwealth of ultraistic and voracious video gamers.
3. A philosophical dialogue dealing with the composition and structure of the gaming genre and all sub-divisions.
4. A monthly gaming publication encapsulating lavish presentation, entertaining prose and in-depth information on the subject of video and PC games.

Game on...

The Republic requires your thoughts:

Please write to:
Fallout, Gamers' Republic,
32123 Lindero Canyon Road, Suite 218,
Westlake Village, CA 91361 U.S.A.

Or email: editorial@gamersrepublic.com

THE ULTIMATE MAN-MADE CREATION
HAS BECOME THE ULTIMATE GENOCIDE MACHINE
AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE

THUNDER FORCE V

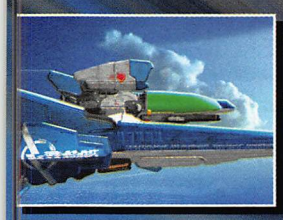
Perfect System

WIN $10,000*

Contest Co-sponsors:

Gamers' Republic

Babbage's software etc









SPAZ

Twitch Games. Nothing Else!

PlayStation

RATING PENDING RP ESRB

* Full details can be obtained at our web site at http://www.workingdesigns.com, or by sending a SASE to: ThunderForce V Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

WORKING DESIGNS

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "THUNDER FORCE V" is a trademark of Technosoft Co., Ltd. Original Game © 1997, 1998 Technosoft Co., Ltd. English Translation © SPAZ 1998. This game is published by SPAZ under license by Technosoft Co., Ltd. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. If the Gauntlet's A Rockin', Don't Come A Knockin'! Web Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417. Gamers' Republic is a trademark of Millenium Publications, Inc.

GAMERS' REPUBLIC

contents

WELCOME TO GAMERS' REPUBLIC - ISSUE 3 - August 1998

PUBLISHER
DAVE HALVERSON

EDITORIAL DIRECTOR
DAVID S. J. HODGSON
ART DIRECTOR
GARY HARROD
SENIOR EDITOR
DAVE REES
MANAGING EDITOR
RYAN LOCKHART
STAFF EDITOR
MIKE GRIFFIN
STAFF EDITOR
MICHAEL HOBBS
STAFF EDITOR
BRADY FIECHTER
ASST. ART DIRECTOR
GREGORY HAN
SENIOR DESIGNER
JEREMY COREBY
GRAPHIC DESIGNER
EDD FEAR
GRAPHIC DESIGNER
GERALD ABRAHAM
INTERNET DIRECTOR
BRYN WILLIAMS
JAPANESE EDITOR
JUN SAKAI
EDITORIAL CONTRIBUTORS
ERIC PRATTE, DEEJAY BELTLOGGER, BRIAN OSSERMAN, TOM CANNON

ASSOCIATE PUBLISHER
GREG RAU
CHIEF FINANCIAL OFFICER
BARRY BARONE
VICE PRESIDENT OF SALES
BOB BERNSTEIN
PUBLIC RELATIONS DIRECTOR
ANGELA HARROD
ADMINISTRATIVE DIRECTOR
JULIE SEGAL
ADMINISTRATIVE ASSISTANT
MELANIE MELTON
DIGITAL PREPRESS
JOHNNY BRACKETT
PREPRESS FACILITIES
JANO GRAPHICS
DISTRIBUTION CONSULTANT
BRIAN POCKETT
TELEPHONE *760.740.0779*

NATIONAL DISTRIBUTION
RIDER CIRCULATION SERVICES, INC.
STUART BIENSTOCK
NATIONAL SALES DIRECTOR
3700 EAGLE ROCK BLVD.,
LOS ANGELES, CA 90065
TELEPHONE *213.344.1200*
FACSIMILE *213.258.0626*

FOR ADVERTISING INQUIRIES:
BOB BERNSTEIN
200 LARKIN DRIVE, SUITE C,
WHEELING, IL 60090
TELEPHONE *847.520.7995*
FACSIMILE *847.279.1875*

SPECIAL THANKS:
TOM CANNON, PATRICIA FORD AND THE EIDOS GIRLS AT E3, VIVID DVD, DEEJAY PUNK ROC, MONEY MARK, 256MB OF RAM, HARDCORE CRANBERRY CIDER, HELLFIRE, SPACEMAN, BOB BEARD, JYB NEISH, LOZ, CHOCOLATE MONK, THOR THE GOD OF THUNDER, THE LANDING LIQUOR STORE FOR THE H2O, DAN JEVONS AND HIS UNDERCOVER ACTIVITIES, GARY SPICE, STEAK & ALE (GODLY SERVICE AND FOOD), HOAGY'S CYBERSTALKER, LEGACY CLAN (DREDD, SKEW, SLINGER, ENVY, ENTITY, AND MONGER), ADARA INTERACTIVE, JURASSIC 5... AND JODY NEIL!

Gamers' Republic™ is published monthly by Millennium Publications, Inc.™, 32123 Lindero Canyon Road, Suite no. 218, Westlake Village, CA 91361, USA. Periodicals class postage paid at Escondido, CA, and additional mailing offices. postmaster send changes of address to Gamers' Republic™, 32123 Lindero Canyon Road, suite no. 218, Westlake Village, CA 91361. Subscriptions: one year (12 issues) US $29.99.

© 1998 Millennium Publications, Inc.™. All rights reserved. reproduction in whole, or in part, without the express written permission by the publisher, is strictly prohibited. Millennium™, Gamers' Republic™, Millennium Strategy Guides™ and Millennium Books™ are trademarks and copyrights of Millennium Publications Inc.™. Did we fail to disclose your copyright? We're very sorry! Tell us about it, and we'll correct it.
Pints of sweat lost in Atlanta: 335.

MADE IN THE USA

Gamers' Republic
COMPUTER & CONSOLE ENTERTAINMENT MAGAZINE

PUBLISHED MONTHLY BY:
MILLENNIUM PUBLICATIONS INC.

TRESPASSER .63

WELCOME TO JURASSIC PARK! A WILD VARIETY OF DEADLY BEASTS SPAWNED FROM SAP ROAM FREE AND ARE YOURS TO INTERACT WITH... COMPLETELY. AN UNMATCHED PHYSICS ENGINE ALLOWS YOU MORE FREEDOM TO ENTER THE DINOSAURS' REALM THAN EVER BEFORE.

E3 1998 .32

THE WORLD'S MOST IMPORTANT GAMING EVENT, FULL OF THE MOST INFLUENTIAL SOFTWARE AND PERSONALITIES. WE SIFT THROUGH THE SHOW AND DELIVER AN EXTENSIVE NEW GAME REPORT.





DREAMCAST .25

IN THE FEVERED EXCITEMENT OF E3, ONE ANNOUNCEMENT RANG OUT LOUD AND PROUD... SEGA ARE BACK WITH A 128BIT POWERHOUSE CONSOLE FOR THE U.S. IN 1999! WE UNCOVER ALL THE LATEST INFORMATION ON THE BRINGER OF DREAMS.

MANIFESTO .02
FRONTLINES .06
DATABASE .12
TECHFRONT .14
DREAMCAST .25
PREVIEWS .52
REVIEWS .69
SPORTS .80
WORLD REPUBLIC .86
ANIME REPUBLIC .94
CODEX REPUBLICA .99
GIBLETS .102
MUSIC .104
CINEMATRIX .106
JAMES WOODS .107
FALLOUT .108



CONSTANT CREATORS OF NUMEROUS FINE VIDEO GAMES, THE GURUS OVER AT TREASURE OF JAPAN TAKE TIME OUT TO CHAT CANDIDLY CONCERNING THEIR NEWEST OFFERINGS, RADIANT SILVERGUN AND SILHOUETTE MIRAGE: REPROGRAMMED HOPE.

treasure exposed .88

cover story
final fantasy VIII .18

THE VIDEO GAME TO END THE MILLENNIUM - THE FINAL FANTASY VIII HYPE HAS BEGUN! AFTER WITNESSING THE SUPERB CG, SPECTACULAR REAL-TIME BATTLES AND ENGROSSING STORYLINE, WE DELVE INTO THE AVAILABLE INFORMATION AND UNCOVER THE NEWEST STARS OF NEXT YEAR'S MOST EPIC ROLE-PLAYING GAME.

FEATURING:

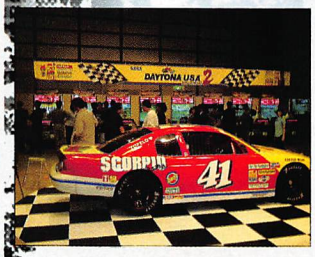
Adidas Power Soccer 98	82	Fighting Force 64	40	Medieval	48	Shaolin	49
Airboardin' USA	37	Final Fantasy VIII	18	Milo's Astro Lane	38	Silent Hill	42
Alien Ressurection	41	Football Pro 99	82	Mission:Impossible	73	Silhouette Mirage	51
Alien vs. Predator	41	Force Commander	43	Moto Racer 2	39	Sin	37
Apocalypse	37	Formula 1 98	46	Motorhead	41	Small Soldiers	39
Armored Core	37	Fox Sports College Hoops	81	Nascar 2	82	Space Circus	47
Asteroids	37	Fox Sports Golf	81	Nascar 99	81	Speed Busters	50
Attack of the Saucermen	46	Fox Sports Hockey	81	NBA Live 99	81	Spice Girls	47
Banjo Kazooie	45	Fox Sports Soccer	81	NCAA Football	81	Spike	59
Baseball Pro 99	82	Fox Sports Tennis	81	NCAA Gamebreaker 99	82	Spyro the Dragon	48
Basketball Pro 99	82	F-Zero X	45	NFL Extreme	85	Star Siege	49
Battletank	36	Gex 3	39	NFL Gameday 99	82	Streak	40
Beneath	37	Golf Pro 99	82	NFL QBC 99	81	Street Fighter Alpha 3	60
Blast Radius	46	Grand Prix Legends	82	NHL 99	81	Survivor	42
Bomberman Hero	52	Grim Fandango	43	NHL FaceOff 99	82	Team Losi RC Racer	41
Buck Bumble	50	G-Shock	42	Oddworld 2	40	Tellurian Defense	46
Caeser's Palace 64	38	Half Life	49	OOT	46	The Contract	46
Castlevania 64	42	Heart of Darkness	41	Off Road Challenge	44	Thief	40
Citizen Kabuto	41	Heavy Gear 2	37	Pac Man 3D	44	Thrill Kill	51
Clock Tower 2	37	Heretic 2	37	Panzer Elite	46	Thunder Force V	62
Colony Wars 2	46	Hired Guns	46	Penny Racers	49	Tiger Woods 99	81
Command & Conquer 2	51,54	House of the Dead PC	47	Perfect Dark	56	Tiny Tank	43
Commandos	40	Hybrid Heaven	42	PFA Soccer Manager	82	Tomb Raider 3	40
Conflict of Nations	47	Hype-The Time Quest	50	Populous 3D	39	Tomorrow Never Dies	43
Conker's Quest	45	Indiana Jones ATIM	43	Poy Poy 2	42	Tonic Trouble	50
Cool Boarders 3	48	ISS	84	Prax War	39	Trap Gunner	36
Crash 3	48	Jackie Chan	44	Prey	40	Trespasser	39,63
D Jump	50	Jersey Devil	72	Pro 18 WTG	82	Triple Play 99	81
Daikatana	40	Kartia	55	Psybadek	46	Trophy Bass 2	82
Dead Unity	49	Kensei	42	Quest for Glory	49	Turbo Prop Racing	67
Diablo 2	38	Knockout Kings	81	Rally Cross 2	48	Turok 2	66
Dominion	40	Lander	46	Rayman 2	50	Unholy	39
Drakan	46	Lands of Lore 3	51	Rayman 2	57	Unreal	74
Duke Nukem TTK	40	LAPD 2010	39	RC Copter	44	Uprising X	36
Dune 2000	51	Legacy of Kain 2	39	Return Fire 2	43	Vigilante 8	76
Earthworm Jim 3D	41	Legend of 5 Rings	37	Return to Krondor	49	WCW/NOW Live	82
Elemental Gearbolt	70	Lunar	51	Rogue Squadron	43	WCW/NOW Revenge	82
Eliminator	47	Machines	36	Scars	50	Wheel of Time	40
EverQuest	48	Madden 99	81	Sega Rally 2 PC	47	World Cup 98	81
Extreme G 2	36	Magic Knight Rayearth	51	SF Rush 2	44	WWF Warzone	81
FF VII	71	Master of Monsters	37	Shadow Madness	38	Yoot's Tower	47
Fifth Element	37	Max Payne	41	Shadowman	58	Zelda:TOOT	45

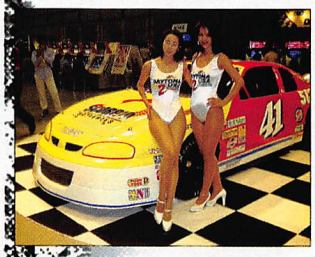
REPUBLIC REPORTING...

FRONTLINES

SPECIAL REPORT: SEGA STRIKES INTO ARCADES!

Sega's private arcade show was held on Tuesday, May 19th, at the Otaku Enterprise Plaza exhibition center in Kamata, Tokyo...

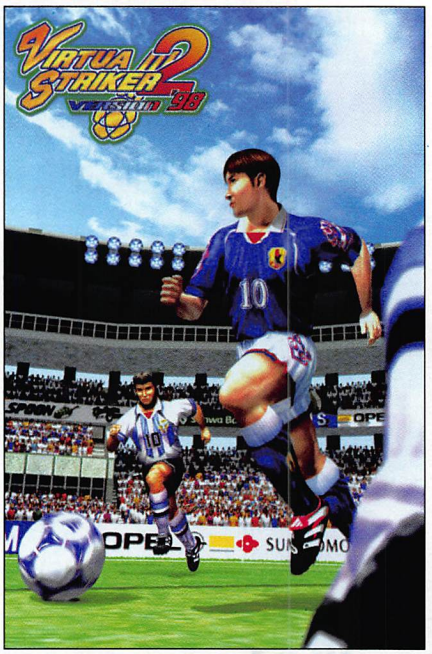








The center is only a few minutes from Sega's head offices and its arcade development department - making it the ideal location to showcase their latest hardware line up for the important upcoming summer season. This might well be the final wave of Model 3 games as Sega considers cheaper hardware alternatives to reach mass markets across the Pacific. Although they have yet to announce definite titles for the proposed low-cost NEC powered 'Naomi' board, it would have to be the logical choice (in terms of portability) considering the Dreamcast's PowerVR architecture. There were four playable games featured at the show: AM2's incredible *Daytona USA 2*, running on Model 3, Step 2 hardware, set for a summer release. U.S. versions should appear in select arcades shortly thereafter. AM2's *Fighting Vipers 2*, also powered by Model 3, Step 2 was there. The popular new-type cast and insane graphic detail is sure to capture the same audience that helped establish the original's cult-hit status. A mid-summer release is scheduled. AM2's *Virtua Striker 2* '98 is another Model 3, step 2 game. The update offers improved player and stadium graphics as well as updated gameplay features and attract screens. It's undoubtedly the finest looking soccer game ever, and a perfect World Cup tie-in. Play it in arcades everywhere, now. AM1's *Dynamite Cop*, a Model 2 sequel to *Dynamite Deka* (a.k.a. *Die Hard Arcade*) should be out in arcades in Japan and the U.S. this summer. GR staff members enjoyed loads of *Dynamite Deka* free play at Sega's E3 booth. Our collective opinion? Model 2 makes all the difference. The resolution is high and the levels can be seen far into the distance. The new moves and throws are also infinitely more creative than the original. In addition to a general games showcase, *Daytona 2* director Toshihiro Nagoshi held a press conference where he spoke in detail about the finished version of the game. He also officially unveiled his newest Model 3 creation, the potentially awesome *Spike*. This world premiere of AM2's multiplayer fighting extravaganza was incredible to behold. Sega created a special presentation movie specifically for the private show (see *Spike* special on page 59). Finally, to promote Sega's latest racing game, a genuine Nascar specification stock car (from Motegi, see last month's story) was repainted to be an exact duplicate of the famous 'Scorpion' car from *Daytona USA*. The car will now be raced at Japan's foremost racing circuit in its new *Daytona 2* design! Also, two of Japan's most beautiful race queens were on hand to pose for our lucky overseas editor! We certainly were more than happy to be there!

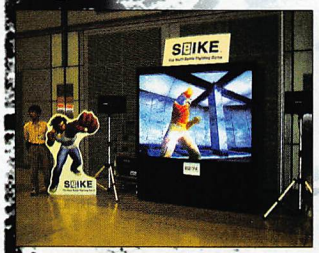


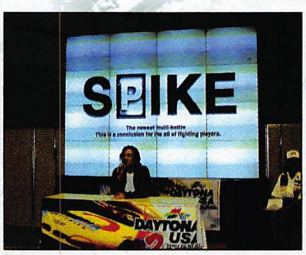
Perfectly timed with the World Cup in France, comes Sega's awesome Virtua Striker 2. Taking the superb gameplay from the original and utilizing Model 3 power, Sega have managed to create the most realistic soccer sim to date.



"I GET KNOCKED DOWN..."

In case any of you are interested, here are the not-so-flattering dollar figures for Sega of America at the end of the 1997 fiscal year. Accumulated sales figures for the year were about two and a half billion, denting their budget for a cool $50 million loss. This can can be attributed to many poor decisions, such as pointlessly expensive advertising campaigns, and a general lack of market impact due to the strong presence of other consoles. Sega didn't fair that well in the European market either. When combined with Sega's U.S. losses, the total figure comes to $256 million. Fatality! Fortunately, SOJ had no such extreme failures to report. In fact, as noted elsewhere, they're committing about $500 million to the worldwide Dreamcast launch, despite such losses. Service Games indeed.







Spike was officially announced with a specially created demo featuring Model 3 graphics and SGI footage. The game is so early, however that game mechanics are yet to be finalized.

TAITO HOWLS INTO ARCADES WITH WOLFBOARD!

Once again, all eyes were on Taito as they finally announced their top summer games at the private arcade preview on Monday, 25th May...

The special show was held at the luxurious Akasaka Prince Hotel in Tokyo and most of Japan's elite gaming press were present to witness the cool games on display. GR was on hand to cover the announcements.

The games being shown included *Psychic Force 2012*. Powered by Taito's newest arcade hardware, the Wolf board, *PF2012* is an action fighting festival with spectacular effects and stunning environments. It is 100% complete and should be released soon. Next was *Chaos Heat*. This shooting action game will utilize the Taito G Net board and concerns the battle waged between humans and demonic cosmic cells that can fuse themselves to any material. *CH* is approximately 50% complete, and Taito has no fixed release date yet. And then there was *Land Maker*. This puzzle game employs the weakest member of the Taito board family, the F3 board. Currently at 80% complete, this highly original puzzler is expected to appear before Summer's end.









Eager crowds gathered to try Taito's latest coin-op wares. Chaos Heat was a surprise announcement and looked like a Real Time Resident Evil pitting your character against strange Parasite Evil inspired creatures. A cool perspective during the game combined with excellent game mechanics make this an ideal choice for home conversion sometime in the near future.

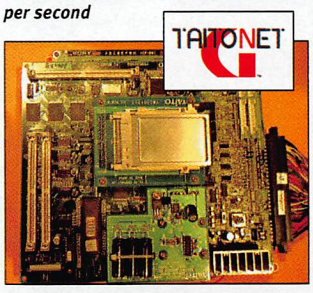
Taito spoke of the impending Summer release of its new arcade board, called "Taito G Net", slated to hit amusement facilities throughout Japan. The board has a new function which allows old games to be swapped with new games very efficiently. It contains a slot which is compatible with PC cards that are on-board each new Taito G Net game. Typically, arcade software is installed to the ROM on the motherboard, so when any new game is made available, arcade operators are forced into the tedious task of removing and reconfiguring. It is a lengthy procedure and it's not very cost-effective for game developers. Taito claims that the PC card will greatly facilitate the manufacturing process and reduce the delivery time of new games between the factory floor and amusement facilities. To send motherboards of most new games, there is often a two to three month lag before it reaches amusement facilities because shipping is done in order as the each board is manufactured. Now it is possible for any arcade to receive new games within three days. No news yet on whether and when Taito's finest are going to hit arcades Stateside.

WOLFBOARD SPECS:

Polygon per sec: *1,000,000/sec*
Effects: *Z-buffer, Transparency, Fog, Mipmapping, Perspective Correction, Gouraud Shading*
Pixel shifting: *45 million pixels/sec*

TAITO G NET SPECS:

Clockspeed: *50 Mhz*
Memory bandwidth: *190 MHZ*
Geometry calculation: *2.2 m/triangles per second*



KONAMI KIDS KOMBAT

Given enough time and permutations, just about any genre at some point loses its mind and unleashes...



...upon the World one screwed up incarnation. The genre in question here is one on one fighting, and that one screwed up incarnation is Konami's new Rakugakids.

In Tinkle Town, a group of children stumble upon stumble upon a ancient ruins. While exploring, the game's hero Jelly Master, happens upon some strange crayons. The children begin doodling and are soon questioning their Kool-Aid as the drawings magically come to life. Then the hero's older brother Bal Murphy steals some of the crayons and creates the havoc causing Mamezo. Time for the doodles to battle it out.

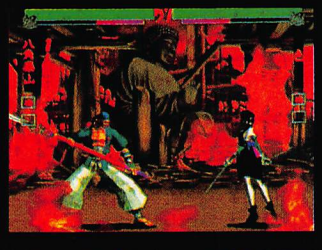
This incredibly bizarre fighter features Parappa-ish 2D characters who can stretch and deform to perform all manner of crazy attacks. A variety of modes including Story, Fight, Battle, and Raising, which allows a character to learn your particular fighting style, add even more weirdness to this head trip of a fighter. Only from the Japanese.





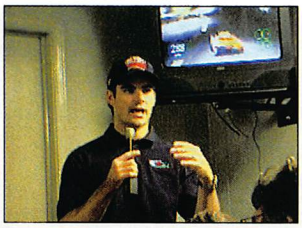
NEO GEO 64 SAMURAI SLASH!

SNK's Hyper Neo Geo 64 will receive its first sequel with the release of *Samurai Spirits 2*. In an attempt to improve on the softly received original, two new characters have been added. Asura is a frightening shredded-looking character and Morosumi fights with what looks like a huge ink brush. SNK's goal in creating *SS2* was to give players a more realistic sense of action while keeping the tension level high. To that end, some controller motions have been simplified and the "Furious Rage" moves carried over from the first game can now be done at any time. Also, your character's reaction alters depending on where he/she is hit. An attack to the abdomen is unrecoverable though handdamage can recover after time.

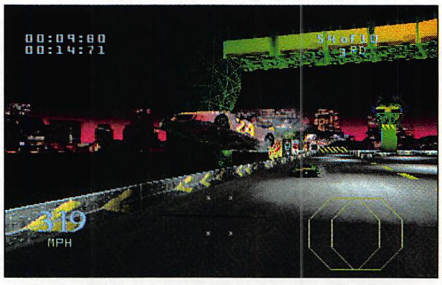


ASC AND JEFF GORDON

Opting not to have a booth at E3, (except for Jeff Gordon's car in the lobby)...







...ASC Games hosted the gaming press to a weekend of Nascar racing and a formal introduction to their 1998-1999 line-up. The event featured three races at the Michigan Speedway, an official unveiling of *Jeff Gordon Racing* (by Jeff himself), and the first look at Player 1's new combat boat racing game for the PlayStation *Dead in the Water*. What initially could have been just another mediocre Nascar sim turned into a futuristic very fast paced racing title with ultra cool track design, very realistic physics models, and an abundance of lighting effects. From the media lounge in the center of the Michigan Speedway, Jeff Gordon spoke of his involvement in the game (he is co-designing and co-producing) and the melding of his two passions in life, racing and video games. Jeff seemed very sincere and, unlike most celebrity spokespeople, seemed to truly care about the game he was putting his name on. *JGR* is coming to the PlayStation, Nintendo 64, and PC later this year. Later that evening, we fought through the noise of screaming Detroit Red Wings fans to check out *Dead in the Water* at a local brewery. Developed by Player One, *Dead in the Water* is, according to ASC Games, "a comedic water combat racing game". Sounds like a new genre to me. Featuring very wacky, yet cool character and boat designs, awesome weapons and power-ups, very impressive water effects and a link-up battle mode, *Dead in the Water* hits your PlayStation this winter. On another note, ASC announced more of its 1998 line-up, including a sequel to their hit bowling game *Ten Pin Alley*, *TNN Outdoors Hunter* (using that *Unreal* engine!) and *Last Defense Armada*, which is a space-based action, adventure game. Also talked about briefly was an unnamed project which also features the *Unreal* engine and another game with Player One called *Tommy Thunder*.





Special thanks to ASC Games, Access Communications, Player 1, and Jeff Gordon, for putting together an excellent event.

SOA SKIPS TOWN

Sega of America has announced plans to relocate its corporate headquarters from Redwood City, CA to San Fransisco...

...(this includes SegaSoft and Sega Enterprises). The impending arrival of Dreamcast along with their brutal fiscal report for this year must certainly have prompted a desire for a fresh start. SOA will occupy some 650,000 square feet of the high tech Townsend Center, completely taking over the sixth and half of the fifth floor. Having signed a ten year lease that looks to save them a great deal of cash (despite the astronomical prices of the area), they will also be bringing some 800 hundred much needed jobs to the area. "Sega is excited to be moving to San Francisco, the birthplace of interactive media. A dynamic, creative community and one of the world's best places to live and work make it the ideal location for Sega, particularly as we prepare to launch our SUPER console video game system, Dreamcast, in 1999," said the effervescent Bernie Stolar, COO of Sega of America. Let's hope they handle this hardware better than the Saturn...

GR STAFF GET UNREAL AT E3!

We stated we'd slap down some major ass kicking at E3, and thankfully the Unreal competition at this year's GT Interactive party...

...was the venue to prove ourselves. Amongst the throng of cake, beer, BBQ chicken and high-end PCs was a three-way multi-player *Unreal* competition. Entering the proceedings for the home team was Jeremy Coreby (*GRcoreby*), David Hodgson (*GRcthulhu*) and Dave Rees (*GRmuskie*). After a spot of deathmatch slappage and bouts of drunken tomfoolery, the competition (from every other gaming mag and *Unreal* internet fan site out there) culminated in the final bout. The players? Coreby, Hodgson and T. Elliot Cannon (*Myscha the sled dog*), one of *Team Unreal*'s craziest level designers. GR spotted Mr. Cannon tooling up a little unfairly with maximum firepower prior to the final bout, but that did little to sway our unerring accuracy at mowing him down with the Razorjack. In the end, there could be only one; Hodgson fragged his way to victory, with Coreby a very close second. The prize? A couple of free Voodoo2 cards and other assorted gubbins. Thanks to GT for a grand night of frags and festivities!

MICROSOFT, SEGA, SONY AND NINTENDO...IN DEEP WITH THE DEA?!

Sony, Nintendo, and Sega have each invested considerable amounts of cash and interest into Enix's upcoming Digital Entertainment Academy. Recently Microsoft announced that they aim to invest ¥3 million into the new venture. This has undoubtedly turned many heads. Currently Enix still holds 72% control of the Academy and it appears they might continue to "enjoy" such a share. They will be launching with an impressive operating capital in the range of ¥70 million. The DEA should be the Titanic of game design schools when it opens. We'll have much more to report on the Academy in upcoming issues.

RARE EXPANSION

Everyone knows that Rare's got themselves a pretty sweet little hampstead.....going on over there in the middle of the English countryside. Twycross to be exact, a place famous for having ten whole houses and a zoo within a stone's throw from Fortress Rare (the reasoning behind this move is that the "serenity of the surroundings is viewed as a great company asset, its relaxed charm and lack of city hassles such as pollution and constant traffic helping the employees to concentrate on doing what they do best"). Well, now Rare's in the middle of development for another site to their operations after coverting nearby barns into state-of-the-art software bunkers (two GR reps have been there and we can tell you, it's just like those British Government field encampment centers 007 used to visit). The location? Hawaii? The wilds of Tibet? Nope. A mile down the road...



WALK SOFTLY & CARRY A BIG MAGIC STICK.



A massive adventure RPG.

"...will set the standard for 3D epics."
– Nintendo Power

"...will provide diehard RPG players and newcomers to the genre with many hours of solid gameplay."
– Q64

"Incredibly sweet graphics."
– EGM

www.thq.com

© 1998 IMAGINEER CO., LTD. Nintendo and © are registered trademarks of Nintendo™ of America Inc.

SPECIAL FX2 CHIP MAKING THE DARK PERFECT!!

Howard Lincoln (Chairman of NOA) thinks that Perfect Dark is "dramatically better" than Goldeneye. Peter Main (Executive of Sales and Marketing) knows for a fact...



...that "*the foes in Perfect Dark have 200% the intelligence of Goldeneye enemies*" (exactly what this means is unclear, but it excited us anyway). After watching the *Perfect Dark* demo at E3 and clapping politely, we too were salivating at the thought of getting to grips with Joanna Dark. Then we discovered that the enhanced *Goldeneye* engine has a whole lot more than extra enemies, more death animations and Grey bulbous-headed *Area 51* rejects - it also boasts specular lighting, and up until now, the Nintendo 64 couldn't do specular such an effect...

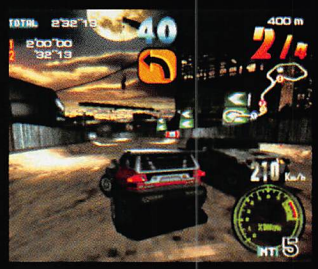
And then we uncovered the shocking truth. The real reason *Perfect Dark* won't be released until 1999 is that it incorporates an extra chip (either inside the cartridge itself or slotted into the front of the machine) that is capable of handling a multitude of advanced graphical effects. Think *FX Chip, The Next Generation*. Our highly secretive contact also informed us that *Perfect Dark* was just basic stuff compared to what this yet unannounced chip is capable of producing, and this should ensure not only the survival, but also the resurgence of the system for the next five years. Forget your Bulky Drives folks, and get ready for those expensive FX-style games with graphical effects to take Nintendo into the next generation of... cartridge gaming!

NINTENDO RAM THE POINT HOME... NEW MINI-CARTRIDGE FOR NINTENDO 64?

Not only are we expecting enhanced Nintendo 64 graphics thanks to the "FX2" chip, but we're also expecting a 4 MEG RAM cartridge (slotting into the top of the machine just in front of the cartridge port) around the size of a memory card to ship with a certain big-selling release this year! Primarily used to enable high-res textures while keeping frame rates up on "certain action titles," the expected cost of this Bulky Drive part is around $20 and will initially be included with the game in question. The plans for '99? An 8 MEG RAM upgrade. This news, once substantiated, is sure to render the Bulky Drive obsolete as every part gets removed and released as an add-on!

HIGHWAY TO THE NEO•GEO

Delivering what, on initial inspection, looks to be a blindingly good-looking racing title, *Extreme Rally* has just been announced by SNK to fall neatly into the arcade off-road genre so popular at the moment. No official truck licenses have been granted, so when you scoot through the eight vehicles and pick the Hummer, you're actually picking a "Sporty I MS1 97" with the highlights widened slightly. Actual gameplay looks fantastic with a mixture of off and on-road, downward inclines are designed to make the most of your truck's suspension, and the obligatory city course looks as impressive as Sega's latest offerings. More pics soon!



ACTIVISION GETS MEDIEVAL

In a move that's sure to excite almost nobody, Activision are set to release not one, not fifty, not 150, but thirty "classic"...

...Atari 2600 games on one PlayStation disc under the Activision Classics moniker this October. Amazingly, the games will look and play exactly as they did some seven hundred years ago, a technical feat long thought impossible. Titles will include *Pitfall*, *River Raid*, *Fishing Derby* (phew, glad that one made it in!), *Sky Jinks*, and a bunch of other elderly games. With a retail price of $29.95, that's like a dollar a game... a good deal depending on how you look at it.

TOGETHER AGAIN

Nintendo and Hudson have established a new company called Manegi.

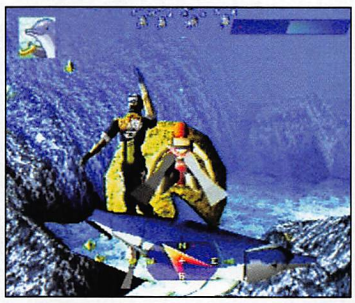
The company is capitalized at 1 billion yen. Nintendo has financed 60% with Hudson footing the rest of the bill. The purpose of Manegi is to engage in licensing software and developing environments, and not the production or development of games. Mr. Ikeda, who was a former production director of Nintendo, will be in charge. In the past, Nintendo has been criticized for being too strict with their standards in game developing environments. By doing so, Nintendo has been able to retain some control over game quality. However, with more peripherals scheduled to be released, Nintendo has come to realize that they have to make it easier for developers to engage in game creation.

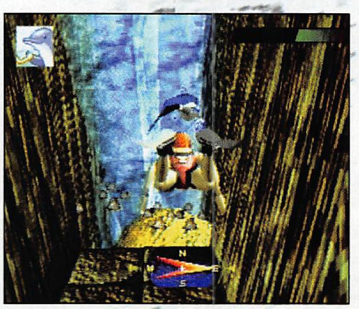
HUDSON IN THE DEEP

Continuing gaming's aquatic trend, Hudson will be releasing b.l.u.e: Legend of Water...

Continuing gaming's aquatic trend, Hudson will be releasing *b.l.u.e: Legend of Water* July 9th in Japan for the PlayStation. Detailing the adventures of a girl called Mia and her dolphin Luka, you'll explore the submerged remains of an ancient Moo civilization shrine. The game consists of five levels, or "stories" as they are called, and how you complete each one has a tangible effect on the outcome of the game. You'll contend with ocean currents and numerous enemies and obstacles on your quest to unlocking the secrets within yourself and those hidden among the ruins. *b.l.u.e.* should provide a cool, trippy refuge from the pre-millennium heat of the summer.







QUAKE 3? NO! QUAKE ARENA? YES!

In an attempt to focus on the multi-player aspect of Quake (and piss off everyone with a modem connection)...

...John Carmack, the lead programmer at id Software, has announced that the next incarnation of *Quake* will be a Deathmatch refined version. So NO *QUAKE 3*. *Quake Arena* will be specialized for multi-player gaming and internet play primarily, with bandwidth reducing modifications galore. The single player game will be reduced to a progressive bot challenge, allowing the developmental goals to be single-minded, and the results to be perfect. id are leaving the one-player intense first-person fests to the newcomers, while they try for multi-player domination and getting those pings down...

LETS PLAY GAME PROJECT

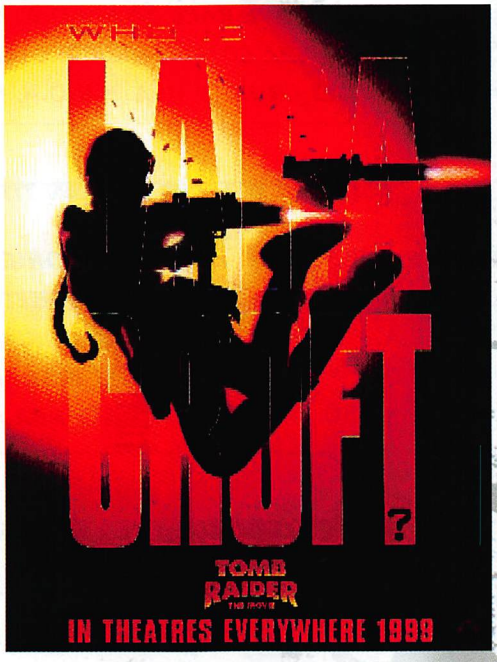
Sony computer Entertainment (SCE) has started a project called "Let's Play Game '98" and will be recruiting game creators

Sony Computer Entertainment (SCE) has started a project called "Let's Play Game '98" and will be recruiting game creators between July 1 and August 15. This project officially started back in 1995 in order to develop "unique yet new games". If a game creator's portfolio catches an auditor's eyes, he or she will be given all the equipment, funding, and living costs necessary to develop the game. About 200 creators have been divided into 17 different project teams and each team is working on its own game. The first game title to be born from this project is called Sai and was released on June 18. Four more titles are scheduled to be out by the end of this year.

INDIANA LARA AND THE LAST PLOT

Good news: They're looking for someone to play Lara Croft in next year's Tomb Raider movie. Bad news: The words "Anna Nicole Smith..."

...have been uttered in the same sentence as "perfect for the part" (possibly a plan hatched by the same "talent scouts" who spotted Kylie Minogue and thought "Hey! What a great Cammy she'd make!"). Good news: Bruce Willis and his Paramount clout was involved in negotiations to ensure *Tomb Raider: The Movie* didn't turn into *Street Fighter: The Movie*. Bad news: A little bit of nepotism has allowed execs to be swayed with the idea that Bruce's wife could take the role. Good news: Paramount decided that the film might rake in just that extra couple of hundred million if an actual script existed. Bad news: They hired "literary genius" Brent Freidman (responsible for sweeping masterpiece of cinema called *Mortal Kombat Annihilation*), and now apparently Lara Croft will search for artifacts in the icy arctic and tropical ruins of South America where "normally extinct" creatures roam. How novel. Will she be battling Germans and running away from spear-wielding Tribesmen, too? However, at time of writing, the real Lara Croft was still unknown. Our choice? Daphne from *Frasier*. At least she's English.



CHEAP, CHEAP, CHEAP'S THE NAME OF MY SOUL

Nintendo announced that they will reduce the price of the N64 by 16% from ¥16,800 to ¥14,000 (about $100 US) starting on July 1. So far the company has sold 3.15 million systems in Japan, still far behind PlayStation and Saturn totals. With the price drop and the planned release of the long awaited *F-Zero X* and *Pokemon Stadium* this summer, Nintendo is hoping desperately to increase market share in their homeland.

COLOR ON THE CHEAP

It has been announced that the GameBoy Color will be priced at ¥8900 (about $65)...With the help of super popular game titles such as Tetris and Pokemon, well over 19 million monochrome GameBoys have been sold. It is expected that GameBoy Color will sell well even considering the system's price premium over the black and white version . To succeed in selling the new GameBoy, Nintendo has to release attractive game titles. Don't worry... Zelda is already in progress.

3D SONIC JOINS THE UNTOUCHABLES!

"He pulls a Sonic rip-off, you pull a lawsuit. One o' you's in da courts, da other's in da Green Hill Zone!" Over one thousand patents were reviewed late this Spring regarding tradmarking solid three dimensional objects. One of the most prolific of patents involved Sega and their *Sonic the Hedgehog* character - among the first five companies and objects to be registered. Sega now owns world-exclusive rights to the use of the character in a three-dimensional format. No other organization can use the three dimensional Sonic model now, for any reasons, without the official endorsement of Sega. The other first-run patents were given to KFC restaurants (for the Colonel figure), Fujiya Co.'s Poki Chan figures, and other incredibly fruity icons of modern weirdness.

CAPCOM NEW-TYPE RPG GET!

Capcom has stated that it will be releasing a "new -type" RPG series beginning sometime next year. What's interesting about this RPG series is...

...that it will consist of 24 (!) different titles and each will be released in one month intervals. The series will be designed for Sega's Dreamcast console, and each game will cost at least half as much as regular software for the system. Every game will contain four unique stories, each with their own full ending sequence. According to Capcom, players can complete each game in about four hours. And although each story has a different ending, the entire series will have a common theme and storyline so players can feel a sense of continuity between quests (a la *Shining Force 3*). Capcom's celebrated scenario writers group "Flagship", led by Director Okamoto, will be developing the two-year RPG epic. It's this kind of commitment and interest from Capcom that will keep the Dreamcast alive and well in Japan. There's been no solid word of a US release yet, but that should change as gamers everywhere get wind of this exciting news.

NPD THE NPD GROUP, INC.

database



FINALLY, THE GAMERS' REPUBLIC CHART HAS BEEN TWEAKED TO OUR SATISFACTION. WE'VE COMPILED EXTENSIVE TRSTS CHARTS INTO A BEHEMOTH OF GAMING KNOWLEDGE. NOTING THE MAJOR SELLERS FOR THE PLAYSTATION, IT COMES AS NO SURPRISE THAT NAMCO'S TEKKEN 3 STORMS IN AT THE TOP SPOT (SEEING AS HOW IT IS THE GREATEST PLAYSTATION FIGHTING GAME). NEED FOR SPEED 3 SHOWS HOW FINALLY A GREAT RACING GAME CAN SELL WELL WITH E.A.'S OUTSTANDING MARKETING MUSCLE. MEANWHILE, NINTENDO HAS RELEASED ANOTHER GAME... AND EVERY GAME-STARVED NINTENDO FAN NEEDS A LITTLE 1080 ACTION IN THEIR LIVES. LOW PRICING KEEPS THE SATURN FANS CONTENT, AND WORLD CUP SOCCER FEVER HAS GRIPPED BOTH JAPANESE AND THE U.K. GAMERS...

top ten psx

BEST SELLING PLAYSTATION TITLES BASED ON UNITS SOLD APRIL '98



rank	game	publisher	approx.price
1	TEKKEN 3	NAMCO	$45
2	NEED FOR SPEED 3	E.A.	$42
3	TRIPLE PLAY '99	E.A.	$42
4	TOMB RAIDER	EIDOS	$20
5	RESIDENT EVIL 2	CAPCOM	$50
6	WCW NITRO	THQ	$42
7	CRASH BANDICOOT	S.C.E.A.	$21
8	NBA SHOOTOUT '98	S.C.E.A.	$39
9	MLB '99	S.C.E.A.	$41
10	NASCAR 98'	ELECTRONIC ARTS	$41

top ten n64

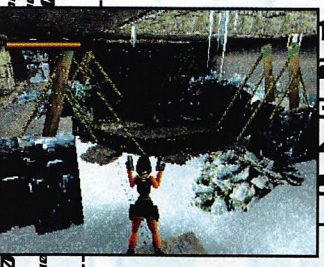
BEST SELLING NINTENDO64 TITLES BASED ON UNITS SOLD APRIL '98

1. 1080 ▸ NINTENDO OF AMERICA ▸ $51
2. YOSHI'S STORY ▸ N.O.A. ▸ $50
3. GOLDENEYE 007 ▸ N.O.A. ▸ $61
4. RAMPAGE W.T. ▸ MIDWAY ▸ $51
5. SUPER MARIO 64 ▸ N.O.A. ▸ $41
6. MARIO KART 64 ▸ N.O.A. ▸ $40
7. WCW VS. NWO (W.T.) ▸ THQ ▸ $61
8. WAVE RACE 64 ▸ N.O.A. ▸ $40
9. NBA COURTSIDE ▸ N.O.A. ▸ $51
10. CRUIS'N USA ▸ N.O.A. ▸ $40



top ten saturn

BEST SELLING SATURN TITLES BASED ON UNITS SOLD APRIL '98



1. TOMB RAIDER ▸ EIDOS ▸ $21
2. QUAKE ▸ SEGA OF AMERICA ▸ $21
3. NBA LIVE '98 ▸ E.A. ▸ $40
4. LAST BRONX ▸ S.O.A. ▸ $20
5. SONIC R ▸ S.O.A. ▸ $30
6. SONIC 3D BLAST ▸ S.O.A. ▸ $20
7. STREET FIGHTER-THE MOVIE ▸ ACCLAIM ▸ $10
8. DUKE NUKEM 3D ▸ S.O.A. ▸ $30
9. MANSION HIDDEN SOULS ▸ S.O.A. ▸ $10
10. NBA ACTION '98 ▸ S.O.A. ▸ $29

top ten pc

BEST SELLING COMPUTER TITLES BASED ON UNITS SOLD APRIL '98

1. STARCRAFT ▸ BLIZZARD ▸ $45
2. DEER HUNTER ▸ WIZARDWORKS ▸ $20
3. BIG GAME HUNTER ▸ HEAD GAMES ▸ $20
4. TITANIC ▸ CYBERFLIX ▸ $23
5. D.H. EXT. SEASON ▸ WIZARDWORKS ▸ $10
6. MYST ▸ BRODERBUND ▸ $18
7. STAR WARS REBELLION ▸ LUCAS ▸ $47
8. TROPHY BASS ▸ SIERRA ▸ $11
9. POLICE QUEST 5 ▸ SIERRA ▸ $10
10. NASCAR 2 ▸ PAPYRUS ▸ $20



top ten japan

1. FIFA: RTWC 98' ▸ EA ▸ PSX...
2. STOLEN SONG ▸ SONY ▸ PSX...
3. WORLD STADIUM 2 ▸ NAMCO ▸ PSX...
4. BAROQUE ▸ STING ▸ SATURN...
5. SUPER REAL MAHJONG P7 ▸ SETA ▸ SATURN...
6. PARASITE EVE ▸ SQUARE ▸ PSX ...
7. TEKKEN 3 ▸ NAMCO ▸ PSX ...
8. MELTY LANCER ▸ IMADIO ▸ SATURN...
9. GRAN TURISMO ▸ SONY ▸ PSX...
10. SUPER ROBOT WARS F ▸ BANPRESTO ▸ SATURN

top ten united kingdom

1. WORLD CUP 98' ▸ PSX ▸ EA...
2. GRAN TURISMO ▸ PSX ▸ SONY ...
3. RESIDENT EVIL 2 ▸ PSX ▸ VIRGIN...
4. MEN IN BLACK ▸ PSX ▸ PSX ...
5. GOLDENEYE ▸ N64 ▸ NINTENDO...
6. FIFA: RTWC 98 ▸ PSX ▸ EA...
7. FORSAKEN ▸ PSX ▸ ACCLAIM...
8. THREE LIONS ▸ PSX ▸ TAKE 2...
9. CROC ▸ PSX ▸ EA...
10. V-RALLY ▸ PSX ▸ OCEAN

WITH THE THE MULTI-FORMAT CHART, THE BATTLE IS ON BETWEEN NINTENDO AND SONY. NINTENDO'S 1080 SNOWBOARDING TAKES THE TOP SPOT DUE TO THE FACT THAT IT'S PRIMARILY AN ASTOUNDING GAME, AND ALSO BECAUSE OF THE LACK OF PRODUCT IN THE NINTENDO INVENTORY (THE REST OF THE NINTENDO GAMES CHARTING IS EVIDENCE ENOUGH OF THIS). MEANWHILE, SONY SHOWS THAT OUTSTANDING SOFTWARE, EXCELLENT MARKETING AND LOW PRICES ON THE CLASSICS CAN KEEP PLAYSTATION GAMES SELLING...

top twenty video games

BEST SELLING TITLES FROM APRIL '98

1_*1080* ▸ N64 ▸ $51
2_*TEKKEN 3* ▸ PSX ▸ $45
3_*NEED FOR SPEED 3* ▸ PSX ▸ $42
4_*TRIPLE PLAY '99* ▸ PSX ▸ $42
5_*YOSHI'S STORY* ▸ N64 ▸ $50
6_*GOLDENEYE 007* ▸ N64 ▸ $61
7_*TOMB RAIDER* ▸ PSX ▸ $20
8_*RESIDENT EVIL 2* ▸ PSX ▸ $50
9_*WCW NITRO* ▸ PSX ▸ $42
10_*RAMPAGE WORLD TOUR* ▸ N64 ▸ $51





11_*SUPER MARIO 64* ▸ N64 ▸ $41
12_*CRASH BANDICOOT* ▸ PSX ▸ $21
13_*MARIO KART 64* ▸ N64 ▸ $40
14_*WCW VS. NITRO* ▸ N64 ▸ $61
15_*NBA SHOOTOUT '98* ▸ PSX ▸ $39
16_*MLB '99* ▸ PSX ▸ $41
17_*NASCAR '98* ▸ PSX ▸ $41
18_*TWISTED METAL* ▸ PSX ▸ $21
19_*WAVE RACE 64* ▸ N64 ▸ $40
20_*NBA COURTSIDE* ▸ N64 ▸ $51

The Gamers' Republic Database...

...the most comprehensive charts detailing your favorite software

editors' top five

THE REPUBLIC THROWS DOWN THEIR TOP FIVE FOR 6/'98



d. hodgson

1_*Q2 MP1* ▸ PC
2_*UNREAL* ▸ PC
3_*TEKKEN 3* ▸ PS
4_*SOUL CALIBUR* ▸ ARCADE
5_*MGS* ▸ PS



b. siechter

1_*KARTIA* ▸ PS
2_*BUST A MOVE 2* ▸ N64
3_*G. HEROES* ▸ SAT
4_*FF TACTICS* ▸ PS
5_ ISS '98

d. halverson

1_*UNREAL* ▸ PC
2_*TOMBA* ▸ PS
3_*ROAD RASH 3D* ▸ PS
4_*MISCHIEF MAKERS* ▸ N64
5_*S. MIRAGE* ▸ SAT



d. rees

1_*UNREAL* ▸ PC
2_*DESCENT FREESPACE* ▸ PC
3_*THUNDERFORCE V* ▸ PS
4_*QUAKE 2* ▸ PC
5_*NFL EXTREME* ▸ PS



m. grissin

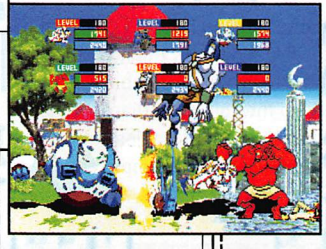
1_*G. HEROES* ▸ SAT
2_*VIGILANTE 8* ▸ PS
3_*BARE KNUCKLE 2* ▸ GEN
4_*G. HEROES* ▸ GEN
5_*CHAOTIX* ▸ GEN



b. williams

1_*UNREAL* ▸ PC
2_*P. FIGHTER* ▸ PS
3_*QUAKE 2* ▸ PC
4_*STARCRAFT* ▸ PC
5_*SECRET O' MANA* ▸ SNES





m. hobbs

1_*UNREAL* ▸ PC
2_*P. FIGHTER* ▸ PS
3_*BUDOKAN* ▸ GEN
4_*GUILTY GEAR* ▸ PS
5_*E. GEARBOLT* ▸ PS



r. lockhart

1_*T. ANNIHILATION* ▸ PC
2_*GRANDIA: DM* ▸ SATURN
3_*SOKAIGI* ▸ PS
4_*UNREAL* ▸ PC
5_*OUTLAWS* ▸ PC

TECHFRONT

Following our short glossary of 3D terms in the last issue, it's time to put this knowledge to work. In the expanded tech front section this month, you'll get your hands dirty with some of the 3D mechanics in today's systems, and, with any luck, should understand why they produce different results.

BY BRIAN OSSERMAN

HITCHES IN HARDWARE: WHY EACH CONSOLE HAS A UNIQUE GRAPHICAL CHARACTER

The recent dominance of 3D graphics in console games has ushered in not only a new level of realism, but also a dizzying assortment of new graphical glitches and shortcomings. Where before, a game might suffer from flicker or slowdown, now common shortcomings range from pixellation to texture warping, from mip-map pop-in to screen-door transparencies. Some of the common complaints, such as low framerates or polygon pop-up, are not unique to the console scene, and tend to happen, at least to some extent, irrespective of platform. Some, such as the Saturn's lack of lighting effects, are console specific, but not inevitable, as demonstrated by (among others) ***Fighters Megamix*** and ***Quake.*** Finally, problems like the seams between polygons, which are now so familiar to Playstation owners, are both peculiar to a single console and essentially endemic.

The essential source of these problems is simple: game consoles are attempting to compete with the rendering performance of high-end computer systems for one tenth the price, and to even hope to accomplish this, some corners must be cut. Consoles do get boosts in two areas: first, televisions are less sharp than monitors, so showing a screen 320 pixels wide and 240 pixels high is acceptable for a console, while a computer needs to be able to handle on the order of four times that many pixels (twice as many in each direction) in order to avoid looking horribly blocky; and second, since consoles are devoted entirely to games, the hardware can be more specialized, delivering better performance at a lower price (a strategy borrowed soon after in the PC market with the release of 3D graphics accelerator cards from a number of companies). Nonetheless, in order to compete effectively, console developers still needed to take some shortcuts, and the fact that more of the graphical work was being done in hardware meant that once those shortcuts had been chosen, they were there for good. It is the distinctiveness of the hardware that gives each of the Saturn, the Playstation, and the Nintendo64 its own unmistakable look.

THE USUAL SUSPECTS: CROSS-PLATFORM PROBLEMS

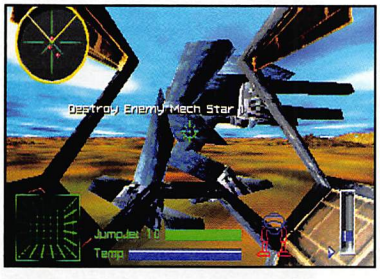
There are a variety of shortcomings associated with real-time rendering on any platform, which may be accentuated in the setting of a console's more limited resources. They arise from a number of different constraints, including limited computational power, limited RAM, and fixed screen resolutions.

SPEED LIMITATIONS: SLOWDOWN AND POLYGON POP-UP

Slowdown, when games get choppy at certain points, and polygon pop-up, when objects seem to appear out of nowhere at very close range, are the two most common manifestations of the fact that a game's programmer is trying to get the most out of a system with limited computational resources. Although the details are somewhat more complicated, the essential idea is that a particular renderer can draw a certain number of polygons per second; the developer then has to balance detail of scenery (number of polygons per frame) with smoothness (number of frames per second). A short horizon is a commonly adopted solution, as it is in some sense an efficient way of reducing detail: polygons that are far away are very small and will contribute less to the overall picture than polygons which are near.



Generally, this is not a very noticeable problem, but sometimes, as with ***Turok*** on the Nintendo64, the level of detail that the developer wants is high enough that it is necessary to draw only the closest objects in order to maintain an acceptable frame rate; conversely, sometimes the developer decides that a lower framerate is an acceptable sacrifice in order to allow further visibility, as with ***Alien vs. Predator*** on the Jaguar.



Mechwarrior 2 demonstrates another option: to maintain both the framerate and the horizon by cutting back on the detail level of all the objects in the game. However, this is a route seldom taken, as it tends to give a much less pleasing overall impression. Of course, such issues are more problematic in some games than in others; it is not surprising that complaints of this nature are most common in racing games, where both framerate and distance of visibility can have a significant impact on gameplay.

JAGGED EDGES

The fact that the screen is made up of a fixed number of pixels is most apparent in "jaggies," which is the technical term for the jaggedness of diagonal lines or edges on the screen. This is an old problem, and the solution is also old: when possible, blend the colors of adjacent areas to make edges appear smoother. This doesn't get rid of jaggies entirely, but can make the results look substantially better. While simple enough to do when it can be done in advance, as is often the case for something

like black text on a white background, realtime 3D rendering makes it more complicated. Since the whole point is that scenes can be drawn from different angles or with different arrangements on the fly, any smoothing (known as "edge antialiasing") has to be done in real time as well. In fact, this is not exceptionally difficult, and can be done by making edge pixels partially transparent, or by supersampling, which is the process of rendering at a higher resolution and then averaging the pixel colors. The Nintendo64 has this as an option, but neither the Playstation nor the Saturn does it at all.



THE LIMITS OF TEXTURES

Because textures are only made up of a fixed number of pixels (often called "texels" to avoid confusion with the screen's pixels), there is typically only a certain range of magnification at which they look good. Get too close to a texture, and you get what may be the best known problem with 3D graphics: pixellation. This may be somewhat alleviated by bilinear filtering, which makes individual texels stand out less, but in severe cases of pixellation, nothing can make it look good; bilinear filtering only gives everything a blurry look. Get too far away, and more subtle problems appear. If a 64x64 texture is far enough away that it only takes up 32x32 pixels, only one in four texels is actually being shown, so in the worst case, if the texture were something like a 64x64 black and white checkerboard, you might end up seeing all white, all black, or just about anything in between. This sort of effect tends to make textures that are too far away shimmer as you move, and can also make nonexistent patterns seem to appear - a phenomenon known as the "Moire effect." All three consoles suffer from pixellation/blur and the Moire effect.



The primary (but by no means completely effective) method of combatting these problems in real time is mip-mapping, where each texture is stored at different resolution levels, and closer polygons use higher resolution textures. In the checkerboard example, if the checkerboard is too far away to see individual black and white squares, the best thing to do is to have it be uniform gray, so it can have a lower resolution solid gray texture for when it gets further away. However, this causes the problem called mip-map pop-in, which is a visible jump when switching between mip-maps. The checkerboard would be a particularly drastic example, since you would see it switch from black and white to gray as you moved away from it. Averaging different mip-maps can solve this problem, and when combined with bilinear filtering, it is called trilinear filtering. Hence, both the Saturn and Playstation are subject to mip-map pop-in, but the Nintendo64 avoids it.

LOCAL CHARACTER: CONSOLE-SPECIFIC PROBLEMS

While all of the aforementioned problems have little to do with a platform (although the Nintendo64 clearly demonstrates that extra features can do a lot to alleviate problems like pixellation and mip-map pop-in), there are a wide range of glitches which were introduced to specific consoles by particular design decisions. These include texture warping, polygon dropout, and a variety of others. They differ strikingly from the previous set of problems in their local color; while issues like short horizon versus framerate will always be relevant to a certain extent, console-specific glitches simply reflect that these are the first generation of 3D-accelerated consoles, and are not likely to persist into the upcoming generation of consoles. Indeed, the Nintendo64 is practically glitch-free compared to the Saturn and Playstation, which is not too surprising when one considers that the designers had an extra year to work on it after the Saturn and Playstation had been released.

THAT'S WARPED

Although the Nintendo64 has perspective-correct texture mapping, both the Saturn and the Playstation suffer noticeably from texture warping, which happens because they don't make sure that parts of a polygon which are further away are as small as they should be compared to the parts which are nearer. Doing perspective correction requires a division operation for each pixel, to determine where that pixel lies on the texture. Instead of doing this, both the Playstation and Saturn do what is called "linear interpolation," which means that they essentially assume that any two adjacent pixels are the same distance apart on the texture. The problem is that this is not what happens in real life: simply picture a board textured with a checkered pattern. The squares are all the same size, but the ones that are further away appear smaller, which is to say that they are fewer pixels across. This means that two adjacent pixels of the nearer part are closer together on the texture than two adjacent pixels of the further part, since it takes more of them to get across the same size square in the checkerboard.

While both the Saturn and the Playstation use linear interpolation, their methods are significantly different in that the Playstation uses triangles while the Saturn uses quadrilaterals. In technical parlance, this means that the Playstation is using a linear approximation to perspective correction while the Saturn uses a bilinear approximation. Heuristically, you can think of the difference being that the Saturn takes four corners into account at all times, while the Playstation only uses three. The difference is very noticeable: the Playstation algorithm tends to produce angular results, while the Saturn, although still incorrect, is less visibly problematic. Interestingly, the Saturn's algorithm is no more computational than the Playstation's. This is not to say that the improvement doesn't come at a price: triangles are now very standard in 3D modeling, so building models out of quadrilaterals takes specialized software, and worse, when porting games, all triangle models need to be redone as quadrilateral models (note that this is not a problem going in the other direction, since each quadrilateral could simply be split up into two triangles).



THE MYSTERY OF THE MISSING POLYGON

A substantial number of console games suffer at least to some extent from polygons appearing to periodically flicker out of existence. There are three primary causes of polygon dropout. The first is due to the fact that the Saturn and Playstation don't use a z-buffer, which means that each polygon is automatically drawn over everything currently on the screen, so each frame has to sort all the polygons into furthest-to-closest order. If done properly, this means that everything is drawn as it should be, but if a further polygon is drawn after a closer one, it will cover it, thereby making the closer polygon disappear. For instance, this is what causes polygons to disappear occasionally in characters in fighting games.

The Nintendo64 avoids this problem with the use of a z-buffer, but ironically, this is also what causes the second problem. Although it is rarer, it does come up when two polygons are very close to one another, such as a shadow on the ground, or artwork on a wall. Using sorting, it is easy to simply always draw the shadow or artwork after the underlying surface, but the only approach using z-buffering is to place the shadow or artwork slightly closer, while keeping the difference small enough to avoid any visible gap. Sometimes the z-buffer isn't accurate enough for this to work, and this can cause the overlying polygon to flicker or disappear.



The last problem could loosely be thought of as a clipping problem. Clipping is the process of dealing with polygons which are only partly on the screen, and all three consoles are subject to occasionally mistakenly assuming such polygons aren't actually visible, and not drawing them. This can sometimes cause polygons which are mostly off the screen to simply disappear, and can often have dramatic effect, particularly when the disappearing polygon is part of a wall behind which no one was ever intended to see.

COMING APART AT THE SEAMS

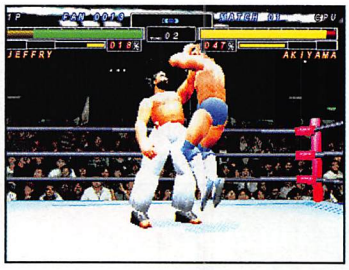
A problem unique to the Playstation is seams between polygons. While a certain amount can be done in specific cases to hide seams, they are essentially unavoidable. The reason for this is depressingly simple: when the Playstation was designed, the part of the hardware that actually drew polygons was designed to only use numbers of a certain, very minimal accuracy, so that simple errors in rounding numbers off can move a polygon edge by a critical pixel, leaving an unsightly gap between it and the adjacent one. The problem can be avoided to some extent by, among other things, putting the polygons in front of a background of a similar color, so that seams aren't as obvious, but ultimately the problem is enshrined so deeply in hardware that there is nothing that can feasibly be done to avoid it in all cases.



CARDBOARD CHARACTERS

The lack of lighting effects on the Saturn, which tends to make objects look substantially flatter than they otherwise would, has long been a subject of discussion and debate. Contrary to some rumors, the Saturn does have hardware support for Gouraud lighting, but there are very concrete reasons why it is used so rarely. First, the Playstation uses "multiplicative" lighting, while the Saturn uses "additive" lighting. What this means is that they both calculate a separate number between 0 and 1 for the color of the object and the color of the light, but the Playstation multiplies them together for the final result, while the Saturn adds them (actually, of course, there are three numbers to each color, one each for red, green, and blue). Multiplicative lighting is generally easier for developers to work with, since additive lighting makes it very easy for texture colors to get washed out. One important caveat is that very dramatic lighting (such as that in Saturn ***Quake***) is easier with additive lighting, since, for example, a pure red light shining on a pure blue wall produces purple with additive lighting, while it would produce black with multiplicative lighting. In fact, higher-end systems usually use a composite of the two approaches to calculate lighting.

Another, simpler reason why developers often avoid using Gouraud lighting, is that, as with the Playstation, Gouraud lighting is substantially more computational than no lighting (which is why ***Fighters' Megamix*** had to be lower resolution than ***Virtua Fighter 2***), but as the Saturn has less 3D muscle than the Playstation, the extra power is more sorely missed, and often developers aren't willing to sacrifice the resolution or detail level necessary to include lighting effects in a Saturn game.



SCREEN DOORS ARE EVERYWHERE

Another frequently remarked upon drawback of the Saturn is its lack of true transparencies, resulting in a number of games using unsightly "screen-door transparencies," where a polygon is made pseudo-transparent by only drawing every other pixel of it. It is in fact correct that the Saturn does not have hardware support for arbitrary polygon transparencies, but the situation is confused by some games actually managing to include some true transparencies. Some games even use both real and screen-door transparencies, such as ***Panzer Dragoon Zwei,*** with true transparent water in one level, but screen-door transparencies elsewhere, including most smoke effects and the sunbeams in the forest level. The reason that some Saturn games are able to use transparencies is not that they avoid hardware limitations by rendering in software; rather, they take advantage of a special feature of the Saturn's VPD2 coprocessor, which is intended to draw backgrounds, treating them more or less as large flat 3D objects, and is capable of drawing them to be transparent. Hence, the water in ***Panzer Dragoon Zwei*** is simply a transparent "background" which is rendered by the VPD2 chip (all other polygons are rendered by the VPD1 chip). In fact, such backgrounds are also drawn perspective correct, which is why Saturn fighters have perspective correct floors, while Playstation floors tend to suffer noticeably from texture warping.



Brian Osserman is a third year student at Harvard University studying mathematics and computer science. and has been playing video games and programming for as long as he can remember, starting with Logo on an Atari 800 in 1st grade.

THE RPG THAT DEBUTED AT #1 IN JAPAN

The first classic role playing adventure featuring a real-time fighting engine and exquisite animation sequences!







THE GRANSTREAM SAGA™

WWW.THQ.COM

TEEN
CONTENT RATED BY ESRB

THQ INC

"...spectacular imagery and gameplay."
– Tips and Tricks

PlayStation

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

final fantasy VIII

The Square event and the software release to end the millennium!

by David Hodgson

Wandering out of the E3 Squaresoft/EA press conference having just witnessed the first real indication of what to expect from *Final Fantasy VIII*, I was struck by two realizations: Square need some new video projectors (the actual press meeting was twice as long as it could have been due to technical difficulties, leaving 100 sweaty journalists gibbering when the proposed *FFVIII* video footage stalled and began without sound, then picture, then sound again); and Square's *FFVIII* programming team consists of the most incredible CG artists and animators available. For you see, despite the technical hiccups, the actual demonstration of the game's CG sequences and real-time battles provided evidence beyond a shadow of a doubt of the theatrical splendor of Square's 1999 masterpiece.

The actual pre-rendered magic (accompanied by a grandiose orchestral score) showed massive buildings stretching into the clouds, a trio of futuristic beach-coming vehicles scooting around rocks, the new hero of the game (a seventeen year old Leonardo Dicaprio lookalike by the name of Squall Leonhart) standing astride his vessel and embarking on a journey to a far-off land, various other characters dashing out of explosions, and finally an indication of the expected battles and real-time graphics - combat between Squall, a couple of other characters, and what seemed to be some form of an Ice Dragon. After slotting my jaw back in place, I realized a number of key points which fans of the series should applaud: The characters are more Westernized, now appealing to all video gamers, but still retain that Square magic of the *FFVII* folk. Also, the gouraud shading of the polygonal characters has gone, replaced with fully textured clothing and body parts, thus adding immeasurably to the realism of the experience. Producer Hironobu Sakaguchi continues to feel that the PlayStation's capabilities still haven't been fully explored, and even more lavish battles coupled with more realistic character interaction (no super-deformed party members when investigating pre-rendered backdrops, and every party member

Notice the cobblestone floors, the "Olde English" feel and the three separate characters all running away... from a car.



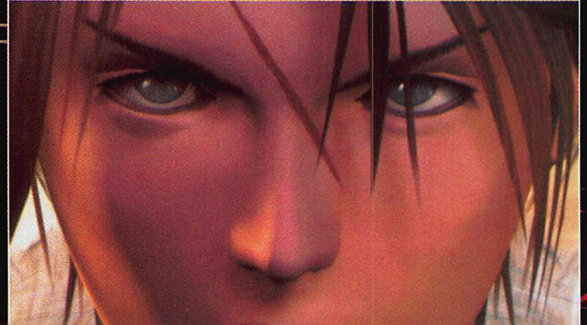
Greater realism in the characters and backgrounds enhances its movie-like qualities

The visual quality far exceeds all of Square's previous games

Elsewhere, you can view the tremendous detail present in every pre-rendered background currently being crafted by Square artists. Note also that the character getup is a little more contemporary... some might even suggest "hip."







The dark and brooding Squall Leonhart as seen in the preview's constantly amazing CG cinemas. Notice the heavy scar to add character, and the features reminiscent of Leonardo Dicaprio.

All Images and artwork © 1998 Square Co., Ltd. All Rights Reserved









Again, the "Victorian-Industrial" backdrops create an uneasy reality for a fantastic setting. Note the oil lamps, 1930s style motor vehicles and futuristic machinery.

An epic journey to rescue nature and the heart of humanity...

being displayed on the screen at all times) seem to be the way to test these untapped PlayStation qualities.

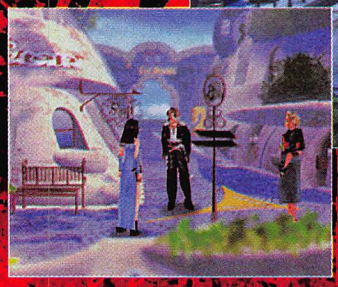
As usual with the *FF* series, FFVIII is a fully self-contained adventure and world with no continuation from *FFVII*, and stars an all-new cast, with the possibility of certain characters returning for a walk-on and non-playable appearance; Cid, for example, has been roaming the *FF* lands since *FFII*. Of the two characters we do know about, both inhabit different worlds, and much of the plot involves these two worlds aligning. Tetsuya Nomura of *Parasite Eve* character creation fame, molded both Squall Leonhart and Laguna Loire, and we're reckoning that Squall is the main character. Like Cloud, Squall is an ex-soldier and rather unapproachable (read: antisocial). Despite being only 17, Squall looks older thanks to a deep forehead scar from previous activities for various unscrupulous organizations. Meanwhile, Laguana seems to be a little more congenial, springing into action to enforce justice and mercy. Laguna's lead an extraordinary life as well, hence his retirement from the military at age 27, but his sense of camaraderie gains him many fans and admirers.

Continued over the page

We're also beginning to gather snippets of information on the *FFVIII* world itself. The array of buildings constructed near to the ocean, in the sky and in forests seem to evoke a theme of contrast between nature and man-made structures. The two forces seem posed for conflict, echoing the environmental problems of the world today. Or at least, that's what the press in Japan reckons. We've also heard rumors that some *FFVIII* questing is to take place in a fantastical approximation of England; expect Squall to venture through rolling fields, tea shops and foggy old towns inhabited by scary-toothed locals.

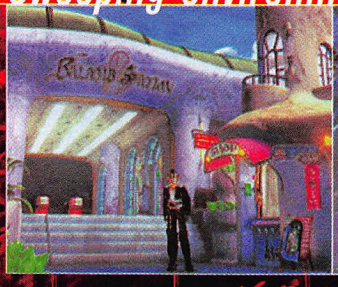
Which brings us to the battles and monsters faced. Actual scenes don't seem to involve more than three characters bat-

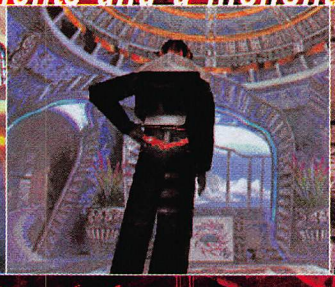


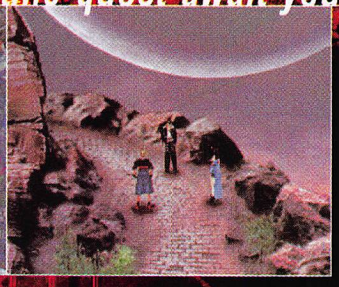


While previous locations have generally been overcast and even brooding dens of iniquity, this port town nestled near islands gives Square artists a new range of pastel shades to choose from. Not too sure about the grass, though...

Sweeping environments and a monolithic quest await you!







Strange rounded dwellings, in keeping with the "globulous" nature of prior FF architecture, but now with much more of a homely appeal. The lack of super-deformed characters also greatly adds to the believability of these areas.

PARASITE EVE

Touted (by us) as the RPG fan's Resident Evil, Parasite Eve retains elements of the Capcom terrifying classic...

(the pre-rendered backdrops) but the control, fighting and eight hours worth of gameplay (based on H. Sena's sci-fi novel) is firmly rooted in the Final Fantasy VII garden. Unfortunately, the actual challenge - although at times displaying fraught and frantic combat - seems to have been a secondary consideration compared to the lavishness of the CG cut-scenes. Horrific mutating creatures, gruesome matter and oodles of explosions have never looked so spectacular, and this emulated Lovecraftian fear (plus an excellent turn-based battle system) more than makes up for a lack of characters and challenge. Look for an official Parasite Eve launch in September. The game will include previews of Xenogears, Bushido Blade 2, Brave Fencer Musashi and Final Fantasy VIII.











BIO LIFE FORMS TAKING CONTROL OF HUMAN BODIES TO CREATE HORRIFYING CREATURES...

FIGHT THE POWERS OF MITOCHONDRIA

tling foes, and the ones that do, wield outrageously large swords such as the Gunblade. There's no official word on the names of the three different entities you see engaged in battle, but it has been stated that there's a load more Summoning spells to try out; after defeating certain beasts, you'll be able to summon them. We're also expecting enhanced versions of Efreet, Shiva, Odin, Bahamut and the Leviathan to appear in the next game. Finally, expect many more vehicles. The flying boat first shown in *FFII* and the Chocobos from *FFII* are also a definite.

So when does mainstream America receive the first playable demonstration of

Continued over the page



Laguna Loire, a mysterious soldier on a mission to enforce mercy!

Notice the incredible details that Square are famous for, such as all manner of fish and marine decoration, whereas the Gas Station is summed up in one word... "quaint." Also, in this world, it looks like everyone drives a new VW Beetle...



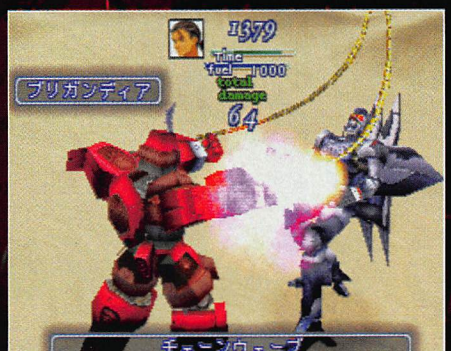
XENOGEARS

Keeping their broth of Role Playing games diversely hot and spicy, Square also intend to deliver us a slightly different slant...





an RPG involving intricate (yet devastatingly large) mechs known as "Gears." Remarkable 3D polygonal environments can be manipulated (you can use the camera to fully swing around your character, Grandia style), and excellent sprite-based characters act with comprehensive fluidity, especially in combat. Fighting utilizes combo attacks, which turn into a long and frantic series of button flicking further into the game (and a more simplified version of this combat with the Gears themselves). Add to the mixture some excellent cut-scenes to segue a crackingly good story, which is only detracted by slightly dreary landscapes and eventually tiresome battles, and you have another top-notch addition to the Squaresoft RPG family. Look for an October release.





UNCOVER THE TRUTH ABOUT THE GIANT MECHS KNOWN AS "GEARS"

WARNING FACTIONS FIGHT FOR SURVIVAL

1999's best-selling game? Well, according to Tomoyuki Takechi, President of Square Co., Ltd, prepare to receive previews of *Final Fantasy VIII*, *Xenogears*, *Bushido Blade2* and *Brave Fencer Musashiden* in a sampler CD contained with *Parasite Eve* (U.S. release - September). Also expect a much more playable version of *FFVIII* attached to *Brave Fencer Musashiden* (U.S. release - November). We suspect that the *Parasite Eve* "preview" of *FFVIII* won't be interactive. And the big news? *Final Fantasy VIII* will be released in Japan this Christmas. The American version finally lands sometime around August/November 1999. What a game to finish off the twentieth century...



A whirling maelstrom whipped up by a terrifying entity is but a taste of the sumptuous battle royales to be played out. Note the increased details and fabulous lighting effects in the fights compared to those of FFVII.

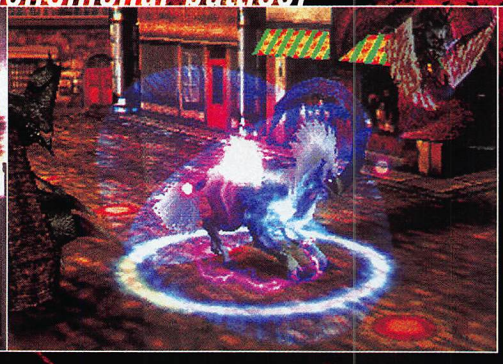


Summon gigantic beasts to crush and pummel! Call on the full force of nature to aid you!

Intense visual artistry on display in FFVIII's phenomenal battles!

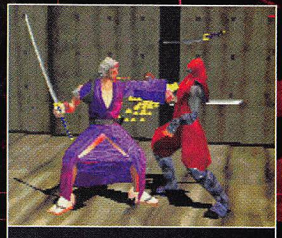
Swirling plasma storms envelop almost the entire battle arenas as Squall battles are so impressive they'd be bosses in any other RPG! Check the market shops behind the horse creature (pictured right) as some indication of the battle environments present this time.





BUSHIDO BLADE 2

The sequel to 1997's most innovative 3D fighter adds speed, skill, and a rock-solid storyline to the classic Bushido Blade formula

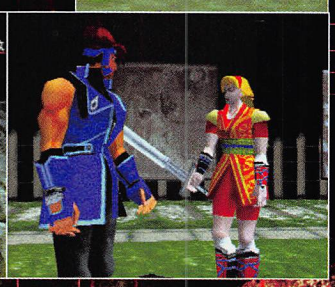




Squaresoft has abolished the parry button in favor of clever defense and counter techniques. Attacks have to be gauged according to stance and position, like the original, but now more emphasis has been placed on the fundamental strength behind each blow and its effect on your opponent's weapon. Incredibly satisfying follow-through moves must be executed after knocking an opponent off-balance, while your own defense depends largely on intelligent, subtle changes to the flow of slashes and thrusts. All fighting is based on frontal and reverse attacks, involving straightforward blows or side and overhead strikes using six historic Japanese weapons. Take the fight into the Story Mode and you'll be swept into the story of two warring clans, chronicled through dozens of cut-scenes and loads of high-quality character dialogue. Bushido Blade 2 has received a number of accolades in the Japanese press; Squaresoft hopes to enjoy the same response when the game makes its way here in November.

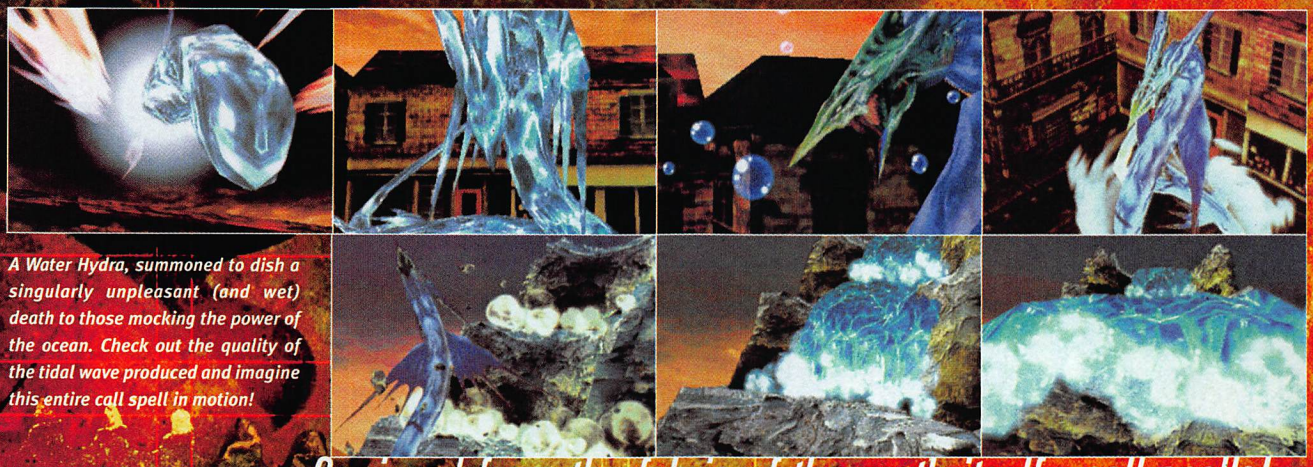






REVOLUTION IN THE FIGHTING GENRE

UNIQUE DUELING CONCEPT WITH NO LIMITS. REALISTIC FEUDAL FIGHTING WITH HONOR!



A Water Hydra, summoned to dish a singularly unpleasant (and wet) death to those mocking the power of the ocean. Check out the quality of the tidal wave produced and imagine this entire call spell in motion!

Conjured from the fabric of the earth itself... call spells!



A vast majority of the running cinema I viewed showed Squall and his wispy hair billowing in the breeze, followed by a beach assault lead by strange hovercraft-like contraptions.

The wait has begun... Square is set to deliver their finest hour... but not until 1999!

BRAVE FENCER MUSASHIDEN

Is perhaps the least known of Square's four "other" titles.

Designed by many of Final Fantasy VII's talent,



it also hopes to encapsulate the same feverish excitement. Much more of an action-orientated title (portions of the game had the hero, Musashi, running away from a large tumbling boulder, and the limited play area was quite reminiscent of Crash Bandicoot), this two-sworded, left-handed hero is on an action/puzzle quest through various levels known as "fields." Musashi's main plan is to return to his own world, and in order to achieve this feat, his foe's combat techniques are acquired (thanks to a "Learning System" in battles). Expect real-time adventuring with smatterings of voice-overs, a host of natural environments and (hopefully) gameplay approaching that of Mario 64 (although the camera work is choreographed, according to Square, leading us to assume gameplay in the style of Crash 2). When officially released in November, this game also includes the first interactive demo of Final Fantasy VIII, thus ensuring the highest of sales.







ADAPTION THROUGH THE LEARNING SYSTEM

EXPERIENCE SAMURAI EXPLOITS IN A REAL-TIME POLYGONAL WORLD!

MILLENNIUM PUBLICATIONS PRESENTS

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

OFFICIAL MISSION HANDBOOK

KONAMI

Gain a tactical advantage with essential gear for extreme espionage action!



- INCREDIBLY DETAILED WALKTHROUGHS!
- MISSION SECRETS & STRATEGIES!
- DETAILED CHARACTER, WEAPON & SPECIAL EQUIPMENT PROFILES!
- MASTER THE MANY ADVANCED BATTLE AND FIGHTING TECHNIQUES!
- INTERVIEWS AND EXCLUSIVE CG ART FROM KONAMI OF JAPAN!
- SPECIAL BEHIND-THE-SCENES LOOK AT THE MAKING OF METAL GEAR SOLID!

For our $12.99 Pre-order Special, Call: 1.800.691.7886

The Only Official Strategy Guide

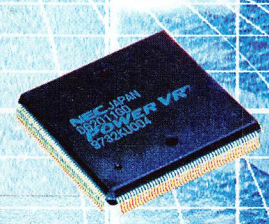


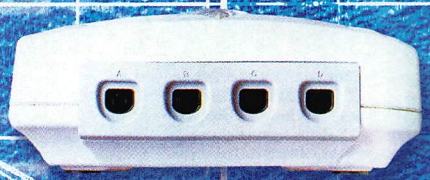
On Sale October 1998 for $14.99

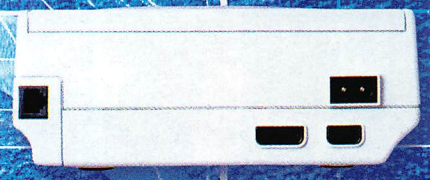
SPECIAL GR REPORT

DREAMCAST SYSTEM SPECS

Size 7 7/16" (W) x 711/16" (H) x 3" (D)
Weight - 4.4 lbs
Main Specs CPU SH4 - RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS/1.4 GFLOPS)
Graphics Chip - Power VR Second-Generation (over 3 million polygons per second)
Hardware Effects - bump mapping, Triangular/Quad Engine, Real-time lighting, Fog Effects, Super sampling anti-aliasing, Specular highlighting, Texture filtering, Bump mapping, Perspective correction, Alpha blending, ARGB gouraud shading, MIP mapping: point, bilinear, trilinear, anisotropic
Sound Engine - Yamaha Super Intelligent Sound Processor (64-channel ADPCM)
RAM - 16MB (64-megabit SD-RAM x 2) of main system RAM, 8 MB of VRAM, 2 MB for audio
Modem - V34 (33.6Kbps), V42 and MNP5 full support (US release will likely be at 56k speeds)
OS - Customized Microsoft Windows CE OS or Sega's custom OS
Media - CD-ROM Drive - Maximum speed 12x Approx. 1 gig capacity
Controller - Directional Control: Analog stick or standard digital pad.
Action Buttons: 4 color coded buttons in the shape of a diamond, two trigger buttons, start button
VMS (Visual Memory System): Up to two PDAs can be inserted in each controller.
PDA Specs: Energy saving 8-bit CPU, 128K byte memory, 48 x 32 resolution LCD screen, battery x 2, auto-off function, PWM 1 sound chip
Weight - 45g



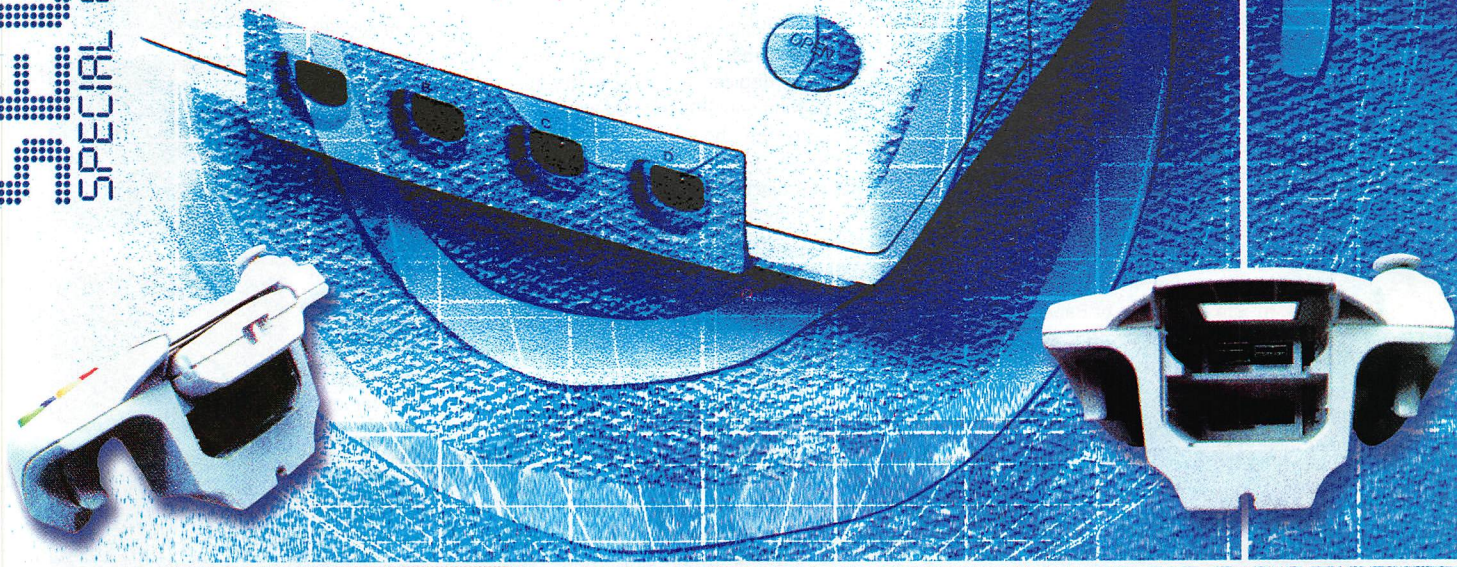




Dreamcast

Dreamcast™

By Dave Rees











OFFICIAL LAUNCH

On May 20, at the luxurious New Otani Hotel in Tokyo, Sega officially unveiled their next console to a restless mass of nearly 1500 people. Although that doesn't sound like a very impressive showing, considering that they originally expected roughly 800 attendees, it reveals the Sega seriously underestimated the level of excitement around their announcement. The eager crowd was an equal mix of press and developers, including renowned industry figures from companies such as Capcom, Konami, and of course, Warp.

Under a beaming spotlight and flanked by gigantic TVs displaying the revered blue and white Sega logo, Sega's President, Mr. Shoichiro Irimajiri, officially unveiled the Dreamcast. Predictably, the immediate topic of discussion was the system's specifications and technical capabilities, but it was also important that Sega focus on what will make the console a wholly gratifying experience for gamers. To do this, they showcased a set of four comical videos specifically produced to explain that Dreamcast is a complex and powerful piece of hardware, but also very easy to use.

After discussing the machine's specifications, the show moved on to what everyone really wanted to see: a live demonstration of the system in action. Two demos, Iri-San and Tower of Babel, were shown, and both of them demonstrated real-time interactive environments running directly on the Dreamcast hardware (they were NOT running videos). But as impressive as they were, neither of them displayed near the full power of the system.



IRI_SAN STAFF

Actor: Shoichiro Irimajiri (Sega President)
Producer: Tetsuya Mizuguchi (Former Producer of the Sega Rally series)
Designer: Naoto Oshima (Sonic Team)
Programmer: Takuya Matsumoto (Sonic Team)
Technical Supervisor: Michael Arias (Softimage)
Supervisor: Yuji Naka (Sonic Team)



The first demo was simple and charming, yet effective in demonstrating some of Dreamcast's powerful texture mapping prowess. Mr. Mizuguchi was asked to produce a unique demo that would make the president of Sega animate authentically. The concept was to not concentrate on the technology, but rather to illustrate what an amazing machine the Dreamcast is.

The demo opened with Mr. Irimajiri's head lowering into a 3D metropolis in the background. With a comical demeanor, Sega's president breathed fire, looked around in amazement at the effects around him, stretched his ear, and eventually blasted off into space with a convincing wink. Helping him were key members of the Sonic Team, which explains why at one point there was a model of Sonic running around his head.

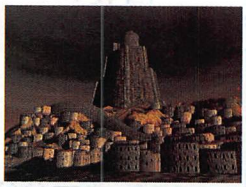




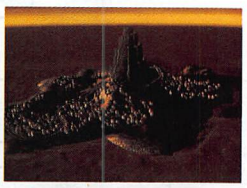
In order to produce this demo, Sega used the same motion-capture technology that AM2 employs for arcade titles. They had additional help from Softimage as well. Even so, it took them a whole week of testing and experimenting to get the results right, leaving only two weeks to produce the rest of the demo. The final capture data arrived in the designer's hands a mere three days before the show!

TOWER OF BABEL STAFF

Director: Yu Suzuki (Head of AM2, Producer of the Virtua Fighter series)
Designer: Manabu Kusunoki (Designer for Panzer Dragoon series)
Programmer: Takashi Ando (System R&D Section)
Programmer: Tomoaki Saito (System R&D Section)



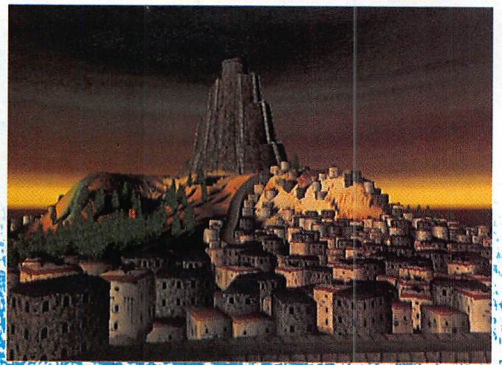




Specifically produced to show the high quality, movie-like imagery that is possible on the Dreamcast, The Tower of Babel depicts a fly-by sequence through a stunning environment. Sega started work on the Monday of the week before the show and, after a mere ten days, had a final product. Mr. Suzuki handpicked top developers to assist in the project.

During the three minute demo there were many visual effects, including some spectacular lighting, that showed off the system's powerful 3D abilities. The demo only used about 1 million polygons, but the Dreamcast is capable of 3 to 3.5 million polygons; not even the Model 3 has been seen doing that.

After the demonstrations, Sega invited everyone to a party featuring Japanese DJs interviewing famous developers and celebrities. Most importantly, though, on one side of the room there were two display cabinets with the mock-up versions of the Dreamcast hardware, on the other side there were two playable units (you could only see the controllers) available for anyone to test drive!

















Sega's new philosophy finds system specifications imperative, but secondary to the game experience.

Forget about Sega's past successes and failures. Forget about the absence of a real *Sonic* game since *Sonic CD*. Forget about the premature death of the Saturn in North America. Just let it go; such topics are water under the bridge. Dreamcast (the name is derived from the words "dream" and "broadcast") is Sega's bright vision of the future of console gaming - a future in which technology is second nature and creative substance is the focus. A future where developers have the resources, tools, support and power to easily tackle modern programming challenges. A future that opens console gaming to true networking, allowing gamers to play arcade perfect games against each other from the comfort of home. A future that sounds too good to be true - but Sega thinks it will be true.

Sega is counting on Dreamcast to reclaim their leadership in the industry, but they have a lot to prove in the coming months. Particularly, they must reaffirm their ability to construct a worthy piece of hardware, attract a high-profile set of developers through excellent 3rd party development programs, produce exciting and original games, and of course find a price point that is acceptable to consumers. Aware that the daunting challenge that lies before them leaves little to no room for error, Sega knows that promises made must be kept, statements must be true, and satisfying the gamer must be a number-one priority. And from all of the information we have gathered over the past several weeks, whether directly from Sega, third parties, or the rumor mill, it is apparent that they are firmly on track.

So let us take a peek into Sega's upcoming wonder machine and discover the new life it intends to breathe into console gaming.

The 3D Dream Machine

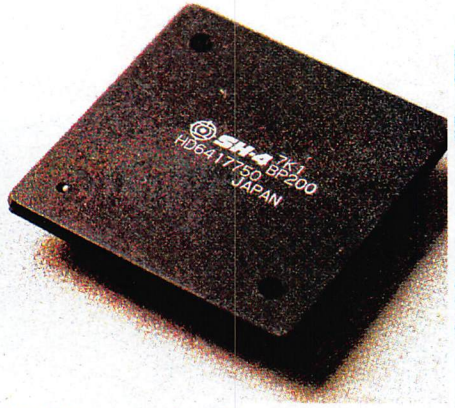
In a nutshell, Dreamcast will outshine everything that current PCs and most current arcade machines have to offer. If you have ever experienced Voodoo2 technology or are familiar with Sega's Model 3 arcade games, then you should already understand just how impressive that statement is. The 128-bit processor is a customized version of Hitachi's SH-4 running at 200 MHz that has been fine-tuned to perform intensive 3D calculations. As a propellant to data transfer, Dreamcast utilizes a customized DMA bus, a method of data transfer that demands less CPU time than traditional transfer methods. The DMA controller carries out the actual transfer of data between system memory and the CD, freeing the CPU for other tasks. As a result, Dreamcast's CPU is said to process 3D graphics four times faster than a Pentium II.

For pure 3D graphics processing power, Sega chose to employ a customized version of NEC's PowerVR Second Generation technology. The chip promises to manipulate over 3 million polygons per second (although we doubt that is with effects turned on), which easily surpasses current console and arcade technology. Currently, a running version of Warp's *D2* manipulates 1 million polygons per second with effects on. But perhaps just as intriguing is the fact that this same graphics technology is now used by three popular game platforms: PC, arcade, and now console. This means that multi-platform development will be less problematic than ever before and we will likely see a host of pixel-perfect arcade and PC ports.

Dreamcast also supports an impressive array of advanced visual effects in hardware, some of which have never been seen in any game to date. Most of these effects have already been explained in our Tech Front articles: bump mapping (Voodoo2 requires it to be done in software), real-time lighting, volumetric fog effects, super sampling anti-aliasing, specular highlighting, and some impressive mip-mapping capabilities. One thing is for sure, there will be no need to worry about any of the polygon warping, mip-map pop-in, or the bizarre "moire" patterns that current consoles suffer from (again, see our Tech Front article for explanations). Essentially, the machine's "unmistakable look" when compared to today's consoles will be its *lack* of glitches. Impressed yet?

Of course, all of the 3D processing power in the world would amount to nothing without adequate RAM. Dreamcast was originally announced as having 16MB of RAM, which had some of us outright concerned. What Sega did not initially detail was that the 16MB represented available system RAM only. Dreamcast will house an additional 8MB of Video RAM and 2MB of RAM as a sound buffer. Do the math: This totals a whopping 26MB of RAM, which is quite a bit beyond what anyone expected. As an example, the graphically intense PC game *Unreal* requires a minimum of 16MB of system RAM and runs without a hitch using an 8 Meg Voodoo2. But considering that Dreamcast's refined chip set appears to outperform the current PC technology by a good margin, it is safe to assume that a translation, which is currently rumored to be a possibility, would perform as well, if not better.

Sega's new philosophy finds system specifications



CPU: HITACHI SH-4

The Sound of Dreamcast

The Yamaha sound chip in the Saturn is actually still the most powerful console sound chip available, but unfortunately its potential was never truly realized. Utilizing a dedicated Yamaha Super Intelligent Sound Processor, Dreamcast will benefit from twice the number of channels as Saturn (64@45MHz vs 32@22MHz) and have four times the RAM buffer to work with. This should alleviate the common complaint among developers that the Saturn's sound buffer was too small.

The Dreamcast will also feature real-time 3D sound that will equal the quality of today's best home theatre systems. This means that we should expect most games to employ surround sound technology.

The choice is yours

In yet another highly original and practical move, Dreamcast games will include the OS on each game disc. Although it may seem impractical, Sega's plan is for a good reason. The company is providing two separate operating systems to Dreamcast developers: a customized version of Windows CE or a lower level Sega OS for those who wish to push the system to its limits. The adapted version of Windows CE, which Sega and Microsoft apparently spent two years refining, has been stripped of unnecessary routines to focus strictly on gaming technologies and APIs such as Direct X; thus, it has a very small footprint. The Sega OS is a new, beefed-up version of what Sega console developers have been using over the past several years. Developers that want to push Dreamcast to the max will benefit greatly from using Sega's OS, as it provides lower level access to Dreamcast's chip set. Console developers that are more familiar with Sega's own lower level OS will have the power to delve deep within Dreamcast's unending capabilities.

But what is just as interesting is how the OS can now be upgraded without changing the hardware. Traditionally, console operating systems were stored in ROM (Read Only Memory) and making a change was simply out of the question. Any bugs that existed at the time of manufacture were there for good, which forced developers to begrudgingly work around them. With Dreamcast, if a bug is discovered or a feature is added, either OS can be upgraded as necessary and subsequently implemented.

Your house and mine

For the first time in the history of consoles, a system will launch with a modem in the box. Although to some this may not be such a big deal, for console owners who do not have a PC with a modem in house, it is a dream come true. Developed by Trisignal Communications, Dreamcast's modem technology will open up a new way of gaming for its audience. No longer will gamers be forced to wince at miniscule split screens or cringe at drops in frame rate and dramatic decreases in viewing horizons. As it currently stands, the modem will run at 33.6Kbps, but rumor has it that because of the advanced state of the Internet in the US, Dreamcast will come packaged with a 56Kbs modem. Sega, realizing that technology is always growing, designed the modem to be modular. Therefore, as modem technology improves it is definite that we will see faster modems released for the Dreamcast in the future. Once again, this type of modularity marks a milestone in console design and proves that Sega is dedicated to keeping Dreamcast alive for a long time.

Additionally, SegaSoft are positioning themselves as a committed provider of game servers for the Dreamcast gaming network. Borrowing from the experience of sister company SegaSoft and their well-respected HEAT.NET, an internet gaming network for PCs, Sega already has enough leverage to ensure success from a technology viewpoint. Hopefully, developers other than Sega will take full advantage of this service and include multi-player network options in their games.

More than meets the eye

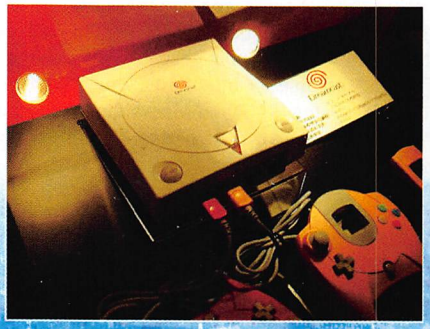
The Dreamcast game format is CD based, but unlike what was used for the Saturn and PlayStation, it will store data at a higher density, capable of holding approximately 1 GB of information (approximately 350 MB more than PS or Saturn). From what we have gathered, this new format will inherently have faster access time over traditional CDs. However, because the selected operating system must be on the disc itself and the exact footprints are not known, it is not yet clear as to how much actual space will be allocated for the games.

An extension of the game

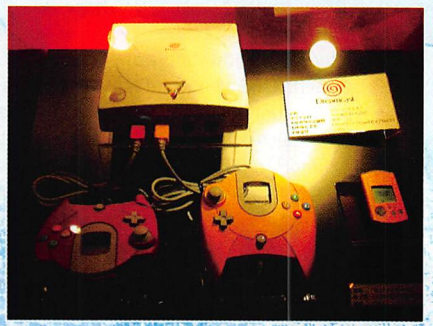
The Dreamcast controller may look a lot like an amalgam of both the N64 controller and the Saturn's analog controller, but the technology that it presents is truly revolutionary.

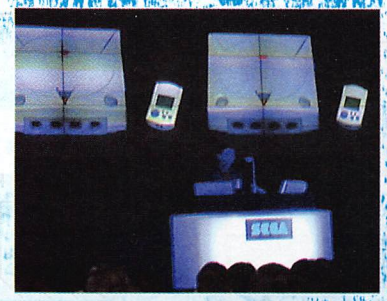
For the first time since the SMS, Sega has radically redesigned the way their stock controller looks and feels. The controller will be available in

For the first time in the history of consoles, a system will launch with a modem in the box.













"When plugged into the Dreamcast (the machine can accept up to 4 controllers), the PDA will allow players to access menus and various interfaces directly on the controller."

blue, orange, green, yellow, or red. And although it is already known that the controller will work well with 3D games, its effectiveness across the board has yet to be judged.

The controller will accept two VMSs (Visual Memory Systems) that also act as a portable 8-bit LCD game system, complete with an on-board controller. When plugged into the Dreamcast (the machine can accept up to 4 controllers), the PDA will allow players to access menus and various interfaces directly on the controller. This feature will be very useful in strategy or sports titles, as it will allow players to set up attacks or plays in total secrecy. The VMS units can also be linked together for easy data transfer between them, which allows players to share data without being plugged into the Dreamcast.

Apparently, the PDA unit will be released earlier than the Dreamcast itself and come with an original game called "Collect Godzilla - Giant Monster Picture Book". The release is slated to coincide with Japan's opening day of the recent *Godzilla* movie on July 11. The game is really simple: you fight your opponent's monster, and if you win, you can steal their DNA and evolve your own monster. Sega hopes to sell it in the all the cinemas for about $25, but if the release is delayed, it will be sold in most local shops. It's rumored that when the Dreamcast is launched, a Godzilla game will be released that will read the data off the PDA and use it the game.

But even more exciting is that Sega is apparently going to integrate this PDA technology with some of their future arcade games. This would effectively allow players to download scores, special moves or even hidden characters from an arcade game onto their own personal VMS, and then take it home and load the data onto their own Dreamcast game. Whether or not gamers will be able to upload data to arcade machines remains a mystery.

Overall, the Dreamcast controller is an exciting new concept in controller technology that will likely be copied by other hardware manufacturers in the future. We can hardly wait to get our hands on the real thing.

You know what we think. But what are the developers saying about Dreamcast? We asked some of the industry's top personalities, and this is what they said:

Paul Lange, Lobotomy, Producer of Caesar's Palace:

"We are very encouraged that Sega has created a system that allows for both speedy development using Windows CE and the flexibility to maximize performance through direct control of the hardware. The impressive system specs are only one indication of the Dreamcast's power. Just as with the Saturn, developers that make the effort to take advantage of all aspects of the system architecture will reap the rewards of the greatest possible performance. Technically, Dreamcast can crunch more polygons and store more textures than any other home system to date. Even games that use the high level operating system have the opportunity to create visuals previously unseen in the home market. The support of numerous graphical effects in hardware (including Bump Mapping), strong audio capabilities, the VMS module, and an infrastructure for server based on-line gaming round off a complete package that makes the hardware VERY attractive to Lobotomy."

Dave Perry, Shiny Entertainment, President:

"I am very impressed at Sega trying to sneakily tap into the incredible programming talent that the PC world has. The support by Microsoft is indeed a very cunning move. When these programmers learn their way around the hardware, then just like on the Sony, you will see the true prowess of this great machine evolve. Sega certainly does have something to shout about this time. Finally we will actually have an arcade machine at home! By the way, we are trying to get everyone to call it "DC"."

Jason Rubin, Naughty Dog:

"Although I won't comment beyond the officially released information regarding the next Sega system, I will say that Naughty Dog is extremely excited about the prospects of the new generation of 3D hardware. Certainly, we have been discussing artistic ideas and gametypes lately that are impossible to express on the current platforms. From the published speed of the graphic processor and CPU, to the addition of the "PDA" save card controller, Naughty Dog thinks that Sega is headed in the right direction. We are extremely excited about the system, as developers and also as game players."

Peter Morawiec, Lead Designer / CFO, Luxoflux Corp:

"The Dreamcast has got the specs and there is no question that Sega can come up with some incredible games. Unfortunately, Sega faces an uphill battle to reclaim the market share and developer support it once had. A few ports of its arcade properties aren't enough, no matter how good the conversion is. I think the Dreamcast will require a slew of exclusive, top-notch titles and some very creative marketing in order to beat Sony and Nintendo in the long run."

Peter Jefferies, Lead Programmer - Paradox Development:

"At last, after several years, another jump ahead. Something powerful, new and exciting to explore. The PC was starting to get ahead with the new powerful cards, but here the consoles will reassert their place as a certainly more affordable alternative. I heard an artist saying he would not have to worry about the number of polygons anymore. I don't think this will ever happen, however, the Dreamcast takes a big step toward allowing more creativity without worrying about constraints."

Olivier Goguel, Head of Research, Kalisto Entertainment:

"In the past, developer's have always had to limit their console game designs because of their limited 3D capacity. Dreamcast, which utilizes the newest and most powerful PowerVR technology to date, shatters this barrier. PC performance at console prices is something all gamers have dreamed about for years. We are hoping to have our new game, *K-Rally*, ready for the Japanese launch of Dreamcast."

A Library of Dreams:

It proves true with each console that games sell systems. Sometimes, one "killer app" is all it takes. Would the N64 have sold as well without Mario 64? Would Sega have taken the 16-bit crown if they had never introduced Sonic? Would the PlayStation have taken the lead if it didn't have a strong starting lineup of games when it was released? Sega knows what the answers are, and with a 500 million dollar marketing budget, they are obviously preparing to release an impressive lineup of games at system launch. Although Sega is keeping quiet about officially announcing any titles until September, between third party developers and the amount of gossip circulating throughout the industry, we've managed to scrape up some early rumors.

3D Sonic Game

Probably the most important news for US Sega fans is that they are definitely planning a 3D *Sonic* game of sorts to coincide with the US hardware release. Many gamers and industry folk believe that if Sega had released a solid *3D Sonic* game when the Saturn was first released in May of '95, it would still be on the market today in North America. Perhaps Dreamcast *Sonic* will do for Sega what *Mario 64* did for Nintendo.

Model2/Model3 Games

It is only natural to assume that Sega will be porting over a slew of Model 3 titles including *VF3*, *Daytona 2*, *The Lost World*, *Sega Rally 2*, *Virtua Striker* and *Spike*. But rumor has it that Sega will also be producing a collection of classic Model 2 titles including pixel perfect renditions of *VF2*, *House of the Dead*, *Last Bronx*, *Virtual On* and the *Virtua Cop* series.

Resident Evil 4

The fact that Yoshiki Okamato of Capcom has announced that they will be producing *Resident Evil 4* for the Dreamcast is big news. One can only imagine the intense feeling of horror and gripping story line of *Resident Evil* being realized in a beautiful real-time environment. Although the title will not release until late 1999 or early 2000, this remains a very big win for Sega against Sony.

Metropolis

Bizzare Creations, the famous Psygnosis team who brought us *Wipeout* and *Wipeout XL*, are apparently working feverishly on a new racing game named *Metropolis*. Apparently, Kats Sato, the talented producer who brought us *Clockwork Knight* and the technically impressive *Sonic R*, is acting as the game's producer.

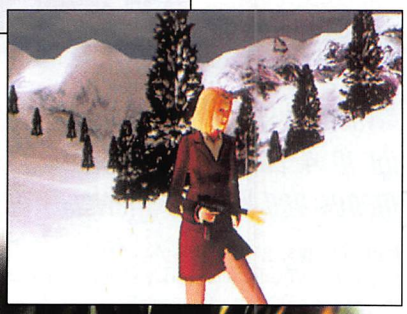
K-Rally

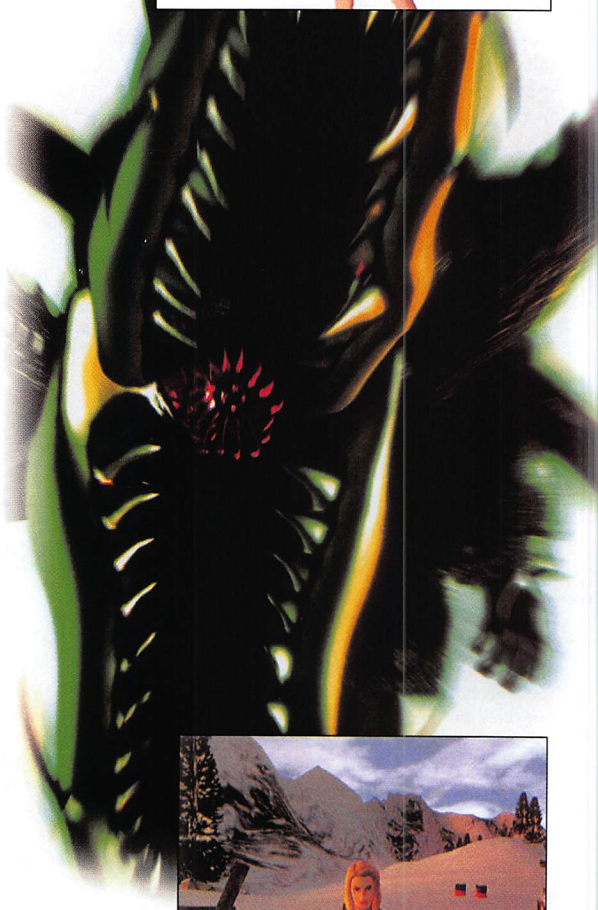
Apparently, Kalisto is producing a rally-style racing game for Dreamcast that will utilize the system's modem technology for some intense multi-player racing action. Just imagine the glorious feeling of racing a friend in an arcade quality game in your living room. Sounds too good for words.

FPS Games

Rumors continue to fly that Dreamcast will be receiving versions of *Unreal* and *Quake II* that will be compatible with PC games over the internet.









Other Rumored Releases:

D2 By Warp
Action Adventure - The only officially announced Dreamcast title as of now. D2 will feature huge "white" worlds and a deep story line.

Unreal By Epic Megagames
3D Shooter/Adventure - This beautiful, atmospheric FPS game would be an ideal candidate for Dreamcast.

Sonic 3D By Sega
Platform - Probably Sega's most import title. This one should be ready for the US launch.

Spike By Sega
Fighting - Arcade game for SEGA's Model 3 Step 2

Daytona 2 By Sega
Racing - Possibly a launch title.

Rally 2 By Sega
Racing - Arcade port in development now.

Super GT By Sega
Racing - Arcade port

Virtua Fighter 3 By Sega
Fighting - Rumors are abound that VF3 is almost ready for both Dreamcast AND Saturn. Whether the Saturn version will ever be released is still a question.

Resident Evil 4 By Capcom
Classic Adventure Horror - This one is BIG.

Capcom RPGs
RPG - A set of short RPGs that will be available in monthly installments.

SF 3: Second Impact By Capcom
Fighting - Might be a launch title.

D Jump By UbiSoft
Action/Adventure - Rumored to be in development and ready for launch in March '99.

Tonic Trouble By UbiSoft
3D Adventure - Rumored to be in development.

Rayman 2 By UbiSoft
3D Platform - rumored to be in development.

Ecco The Dolphin By Appaloosa
Adventure game based on the original Genesis series.

Powerslave 2 By Lobotomy/Crave
First Person Shooting

Herdy Gerdy By Core
Platform - 3D platform game

Croc 2 By Fox Interactive
Platform - Croc II is rumored but unconfirmed.

Messiah By Shiny
Adventure - An impressive looking PC title that is a natural project for Shiny.

Football Title By Virgin Interactive
Sports - Sega bought a minority share of Visual Concepts in November, 1997. They occupy one of three seats on the board. The rumored game is some kind of NFL football title.

Quake 2 By Id
First Person Shooting - Console owners may finally have the chance to appreciate why PC gamers can't get enough of Quake.

Dark Savior Sequel By Climax
Adventure/ RPG - Just imagine this one.

Sonic R Sequel By Traveller's Tales
Racing/ Adventure - Rumored but unconfirmed.

Akolyte By Revenant Inc.
Action/Adventure - Confirmed at their website!

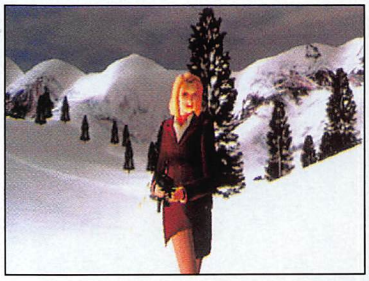
Unknown Shooter By Argonaut
Arcade type shooter - Some incredible looking shots have been seen, but the game is unconfirmed.

Metropolis By Bizarre Creations
Racing - Apparently, Bizarre is working on a new driving game that will feature beautiful cityscapes.

D2

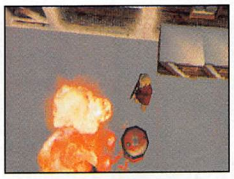
Following Sega's successful unveiling of Dreamcast, Warp took center stage with the first official live demonstration of a Dreamcast game, D2. Held at the Tokyo International Forum on Saturday, May 22 the show was originally scheduled for 5,000 people, but the attendance quickly swelled to 10,000. Because of this, Warp had to make a second showing (the first was at 4 o'clock, the second at 10 o'clock), but even so, there were thousands of people who didn't get to see it. To please the rest of the nation, the show was broadcast live to several large event halls with huge video monitors across Japan and to countless people on the Internet.

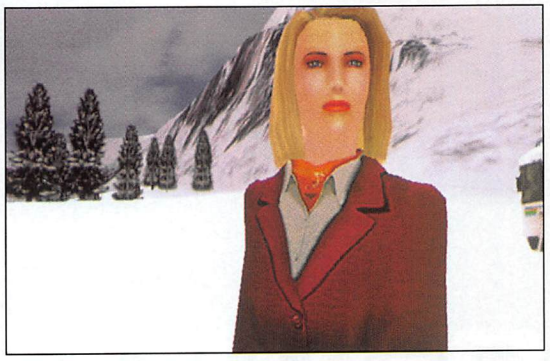
"It was Warp's dream is to create a real story and a real world. I happily believe that this time Sega's Dreamcast can do this. And towards the end of this year we'll be able to present to you a beautiful white world." Several times during the show, Kenji talked about the *"emptiness of white"*. Looking at the shots and understanding the plot of the game reveals what he meant.



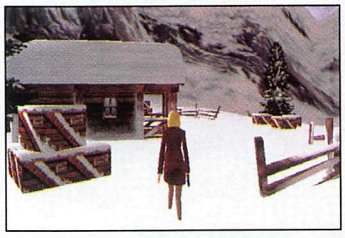


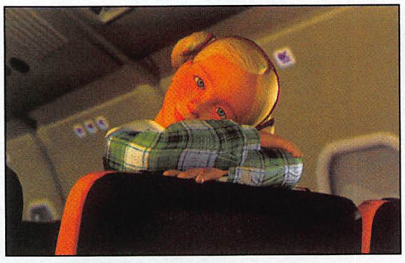


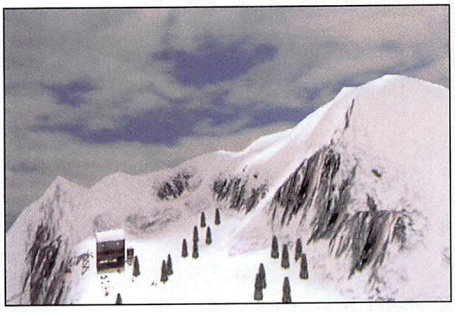




D2 opens in Canada, Christmas, 1999 when Laura awakes after her plane crashed in the mountains. She has no idea how the accident happened or where the rest of the passengers are. She is all-alone in a viscously cold "white" world. As she desperately searches for some sort of cover from the harsh environment, she encounters people who have been transformed into monsters and a horrifying story and tragic destiny begins to unfold.Other than the fact that Warp and Sega are very tight, Dreamcast was selected as the platform for D2 because of its ability to create the realistic 3D images that D2 attempts to depict. "This hardware enables the use of full color and shows the world of D2 in a quality never achieved before." Said Kenji Eno at the D2 Premiere party. "The realistic representation of nature is crucial to the game. When all the characters, background, screen information and performance effects are included, approximately one million polygons are used on the screen simultaneously every second. In addition, a number of special effects are used to create a realistic CG that has never been seen before. Warp believes that for the first time that 'something' extra as well as the images is conveyed. This software is the first software that is able to express that 'something'."

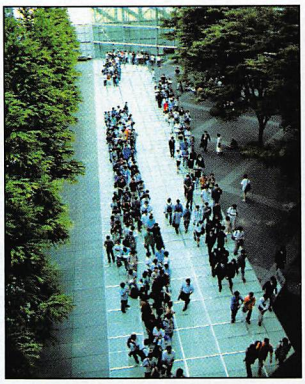


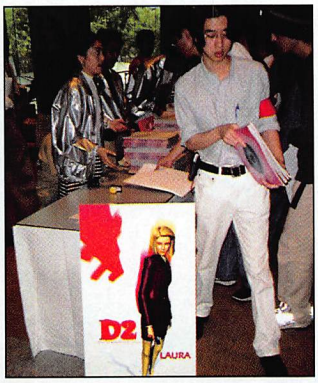




A horrifying story and tragic destiny begins to unfold

Warp is famous for their music and with the powerful sound chip housed within Dreamcast, one can only imagine what Kenji Eno has cooked up. "The music in D2 is based around the simple configuration of piano, cello and violin. Such music was chosen to convey both delicacy and the feeling of tension. For the shocking human drama that occurs in the 'white' world of the snowy mountains, the delicate sound of the piano, the heavier, rounded firm sound of the cello and the tension that can be conveyed by the violin were required."





As the first game announced for the Dreamcast, D2 will also be one of the first Dreamcast experiences. Unlike the original D, the sequel will be played in a real-time 3D world. "More realistic action for players. This is the reason that we chose the genre of real-time action. Believing that players would want to 'freely' explore the 'outside world' of nature, we created D2. The presentation and techniques of D2 are complicated but playing it is going to be fun for all, just like D was."

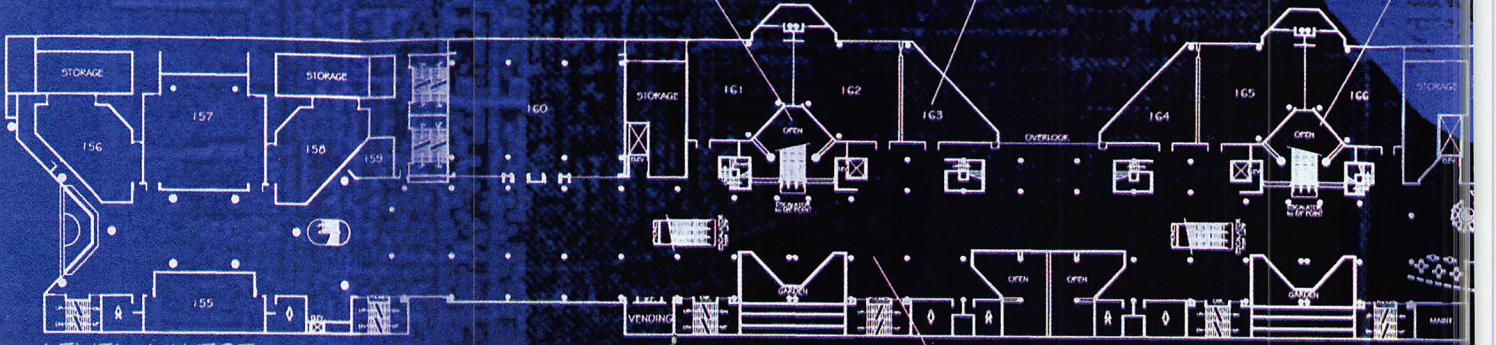
The original D was an engrossing adventure game with beautifully arranged music and highly-polished CG throughout, but it was limited in its linearity. D2 opens up the possibilities to no end. If Warp can produce a real-time game as atmospheric and terrifying as the original D, we are all in for a real treat. Check out our next issue for an exclusive interview with Kenji Eno, and an exclusive report on the game.



gamers' republic

electronic ent







tainment expo

electronic entertainment expo

gamers' republic editors'

1. Zelda 64 — Nintendo 64

2. Rayman 2 - PC	5. Medievil - PS	8. Turok 2 - N64
3. Metal Gear Solid - PS	6. The Wild 9 - PS	9. Citizen Kabuto - PC
4. Banjo Kazooie - N64	7. Crash 3 - PS	10. Spyro the Dragon - PS

E3 '98, besides being in Atlanta (the city that makes it own sauce), was the best show I've been to since Chicago in '95. Besides the major announcement that 128-bit gaming is almost here (although it will be named Dreamcast and sport the Lawry's Seasoned Salt logo) the floor was riddled with good games on multiple platforms. No single system or format won big (although some of the voodoo 2 stuff hurt me) and there were lots of very pleasant surprises like: 1.) UBI Softs amazing lineup: *Rayman 2*, *Tonic Trouble*, *Scars*, and *Buck Bumble*. They have the 3D thing down with phenomenal engines. Seeing bonafide platform magic on PC was cherubic. 2.) Acclaim: *Shadow Man* looked downright spellbinding, and *Turok 2* is simply beyond belief. I honestly thought the music was being piped in from another source. You'll hear symphonic joy as you zoom in (way in) for the kill. Iguana are raising the bar on Nintendo 64 development. 3.) Working Designs are doing for the PlayStation what they did for the Saturn. *Silhouette Mirage* and *Lunar the Silver Star* are coming to the PlayStation! (can't be far behind). Justice file: *Magic Knight Rayearth* is on the way despite the Saturn's current status and will get the full WD treatment. 4.) I still haven't played *Zelda*. It was there in playable form, but I couldn't bring myself to play it in fear of having to rip it out of the machine and run like hell. 5.) *Wild 9* and *EWJ 3D* were actually playable at the Interplay stand. *The 9's* is outstanding and Jim actually looks OK in 3D. He's no longer made of paper. 6.) I didn't burst into flames once. 7.) Konami in general. 8.) There were so many babes running around at the Eidos stand I forgot to look at their games. 9.) *Citizen Kabuto* = transmogrification. 10.) SPICE, SPICE, SPICE! **David Halverson**

1. Metal Gear Solid — PlayStation

2. Zelda 64 - N64	5. Perfect Dark - N64	8. Final Fantasy VIII - PS
3. Turok 2: SoE - N64	6. Silent Hill - PS	9. C&C 2 - PC
4. Kain 2 - PS	7. Duke Forever - PC	10. Sin - PC

Nintendo actually had a presence this year. 97's E3 proved that no amount of expensive Mario sculptures could hide a lack of software. Not so this year, as Nintendo commanded a massive stage brimming with quality and almost complete software. The star of Nintendo was obviously Zelda, and the stunning (not to mention a little sinister) graphics of *Conker's Quest*. Of course, I was more than a little impressed by *Perfect Dark* (with that rumored "FX" style chip halting the release of the Bulky Drive perhaps permanently). Elsewhere, *Turok 2* showed just how far Nintendo's technology can be pushed (once the slightly framey gameplay is smoothed), but the majority of the show's third parties were exhibiting PlayStation-bound software.

The first-person shooting genre was shockingly overpopulated, with everyone utilizing frighteningly good-looking PC 3D acceleration to hammer their points home. Highlights including *Duke Nukem Forever* (200 different pairs of sunglasses for *Duke* to choose and polygon enemies with loads of character), *Half-Life* and *Sin*, with Romero's *Daikatana* looking a little bruised, battered and dated compared to the new upstarts. In comparison, very few new fighting titles of any merit were shown; only Capcom remained enthusiastic about churning out their console bread and butter.

Konami showed an excellent array of titles, including the potentially astronomically popular *Silent Hill* (the CG alone was enough to draw in crowds of astonished onlookers), and despite Eidos' usual outrageous attempts at advertising Miss Croft, *Tomb Raider 3* wasn't attracting quite the drooling enthusiasm of past seasons. In the end however, one final thought could be drawn; this industry shows no signs of ever slowing down - and the quality of software continues to break the highest of standards, as demanded by you. **David Hodgson**

1. Zelda 64 — Nintendo 64

2. Metal Gear Solid - PS	5. Perfect Dark - N64	8. F-Zero X - N64
3. Silent Hill - PS	6. Drakan - PC	9. Crash 3 - PS
4. Rayman 2 - PC	7. Twelve Tales - N64	10. Spyro - PS

Getting smacked in the face with a humidity not felt since last year's E3, I braced myself for the chaos that is the "big, expensive trade show." You can't help but feel like a mark walking into one of these things, every company doing their best to run their con job on you. So much money and sound and noise is expended trying to get your attention, you almost want nothing to do with any of it. I wish companies would realize that not every one suffers from some kind of attention deficit disorder. Still, when a game is good, no amount of hype can spoil it. The reverse is also true of course.

Topping my list of standout titles is *Zelda 64*. After so much delay and so much anticipation, it was good to be, shall we say, not disappointed. Flawed hardware design or no, I remain a fan of the truly unique feeling of a good Nintendo game, and *Zelda* had just that star quality and was quite beautiful in an N64 kind of way. I must also admit to being blown away by Rare's video of the "FX" chipped *Perfect Dark*. It looks like what you expected N64 games to look like before the mostly sad truth reared its ugly head. And *Conker's* also had a truly advanced appearance with one of the best looking free roaming 3D engines I've yet seen. Too bad it's about this goofy looking squirrel. In a similar vein, UbiSoft's *Rayman 2* running in accelerated form on PC was simply stunning with gorgeous environments and the kind of art quality applied to its textures normally reserved for 2D games. Of course, no wrap up would be complete without mention of some game called *Metal Gear Solid*. It looked alright, as did the jaw-dropping CG from Konami's other big title, *Silent Hill*. Yet I came away from the show with the biggest thrill being the completely positive buzz on Sega's Dreamcast. **Mike Hobbs**

top ten E3 games

1. Silent Hill
PlayStation

2. Half Life - PC
3. Zelda 64 - N64
4. Rayman 2 - PC
5. Metal Gear Solid - PS
6. Max Payne - PC
7. Diablo 2 - PC
8. Myth 2 - PC
9. Crash 3: Warped - PS
10. Sin - PC

For some, checking out Sega's booth at E3 this year was a rather dreary experience. Dated arcade titles sat like well-decorated tombstones, the Saturn was shown open casket (with superb titles like *Burning Rangers* and *Panzer Dragoon Saga*, it almost looked alive), and the overall demeanor was rather somber. The only attraction on the floor that was truly fresh was Sega PC's lineup of arcade ports and original titles.

But it was all an illusion, a devious facade aiming to fill both Sony and Nintendo with a false sense of security. And knowing them, they probably fell for it.

The truth is, Sega rescued the show from being a huge disappointment by revealing the newest addition to their family behind closed doors: Dreamcast, which I fortunately got a glimpse of. What were my impressions?

"Am I dreaming?" I asked myself as I leered in utter amazement at the demonstration of an untitled 3D shooter running on Sega's upcoming console. The footage on display equaled some of the highest quality CG sequences I have ever seen. It was flawless, seamless, beautiful, and just hard to imagine as an actual real-time environment. I almost felt as if we weren't ready for this technology; it was just too much power for us to handle. How could this system be affordable? With a cynical peer aimed at Neal Robinson, Sega's Director of Advanced Developer Support, I asked, "Are you telling me that this is an actual real-time engine running on Dreamcast?" His return was a vehement "absolutely." If Neal was correct, then Sega's next generation console will push console technology beyond everything - including arcade. If Neal was fibbing, then Sega will suffer the biggest PR disaster since George Bush said "Read my lips." **Dave Rees**

1. Rayman 2
PC CD-Rom

2. Dreamcast - Sega
3. Spyro - PS
4. Drakan - PC
5. Zelda - N64
6. Metal Gear Solid - PS
7. Dynamite Cop - Arcade
8. Deception 2 - PS
9. Soul Reaver - PS
10. Soul Calibur - Arcade

Although most of my show was spent distributing new issues and recovering from parties, I had plenty of time to play the games which really caught my eye. These included *Rayman 2*, *Spyro*, and *Drakan*. *Rayman 2*, apart from its universally appealing graphics, was incredibly tight. The level design was almost perfect and the variety of gameplay styles, from swimming, to surprisingly fast-paced blasting, to racing, was constantly fun and wonderfully controllable. I *know* I'll be playing it again. *Spyro*, on the other hand, was an impressive showcase of the PS' seemingly unstoppable graphic prowess. The environments feel very solid, the resolution is crisp, and expansive levels can be seen far into the distance without clipping or frame rate chug. I like the character design too; very Japan-esque, very cute. I'm told it's the first game created in the US with Japanese players specifically in mind. My all-time favorite games are Japanese-made... so I guess they're doing their job well! As for *Drakan*, it's undoubtedly the fantasy theme that captures my heart. I love dragons, I live for fantasy tales, and I've read countless novels based-on mythos and magic. I'm also a huge fan of Team Andromeda's *Dragoon* series, and while *Drakan* lacks *Panzer*'s stunning design and vision, its fantasy concept is ambitious and its presentation is lush and inviting. Overall, though, the show was a little disappointing. There was nowhere near the excitement I felt last year. In fact, almost every developer I spoke to asked me the same question: "Did you see the Dreamcast?" Indeed. I'm one of the biggest Sega fans on the GR staff. I've enjoyed my time with all their systems and I know their best developers better than most. I've always anxiously awaited the next *Phantasy Star*, *Shining* game, *Sonic* title, or Treasure masterpiece–in 8, 16, 32, and now, 128-bits. November 20th is so, so far away... **Mike Griffin**

1. Silent Hill
PlayStation

2. Zelda - N64
3. Metal Gear Solid - PS
4. Crash Bandicoot 3 - PS
5. Oddworld 2
6. Legacy of Kain 2 - PS
7. Rayman 2 - PC
8. Tomb Raider 3
9. Medievil
10. Trespasser - PC

After only one day at E3, I knew what it was like to be livestock, corralled into a stuffy room with a screaming mass of squirming bodies, all hot and sweaty fighting for personal space, sore and dehydrated muscles begging for nourishment and getting nothing but slop. Understanding the hapless plight of those poor animals nearly drove me to vegetarianism. But in remembering how tasty the free giant hotdogs and sloppy hamburger dip served in the luxury boxes at the Braves' game were the day before - compliments of an obsequious Sony - my conscience was effortlessly cleared.

If anyone should be weighed down by a guilty conscience, it should be the companies and their shameless parade of titillating models, free alcohol, and lavish parties. These pleasant gestures of excessive good will were memorable diversions, yet the calculated attempts at grabbing my good faith only served to deflect attention away from the focus of the show - the games.

Maybe the reason I was caught up in the fluff of E3 was due to the fact that the majority of the games seemingly warranted little more than fleeting glances. With Sega's vacuous Saturn presence leaving the company to work on PC titles and inflated Dreamcast promises, and Nintendo's usual dearth of titles on display, Sony was left to ostentatiously gobble up floor space with their usual glut of titles. I realize the maddening atmosphere of the show is horribly abrasive to a proper gaming stage, and for that I am not about to let my enthusiasm for the next flow of software lie dormant; remembering experiencing *Zelda 64* for the first time as it was introduced by Mr. Miyamoto is all I need to fend off any looming apathy. And if *Zelda* would inexplicably fall short of my expectations when in its final form, there was a game called *Silent Hill* in Konami's booth that reaffirms why I started playing games in the first place. **Brady Fiechter**

electronic entertainment expo

3DO





Battletanx

Aside from two unique PC to PS "ports" (*Army Men* and *Uprising*), and *Battletanx*, their first Nintendo 64 game, the 3DO area concentrated on impressive looking PC titles such as *Uprising 2* and *Requiem*.



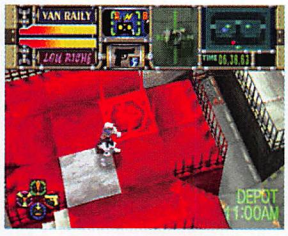




Atlus

Atlus has a great record of bringing over titles from Japan that find a place in the American market. Pictured below is the very interesting *Trap Gunner*, an overhead action game constructed entirely of polygons. *TG* has a devilishly fun two player mode along with its *Crackdown* related visual style. Also on display was *Bomberman World*, (rendered for the first time) which featured a five player battle mode and dual shock compatibility.

Trap Gunner

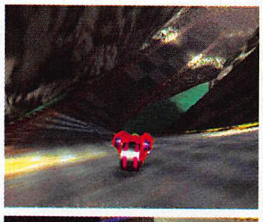








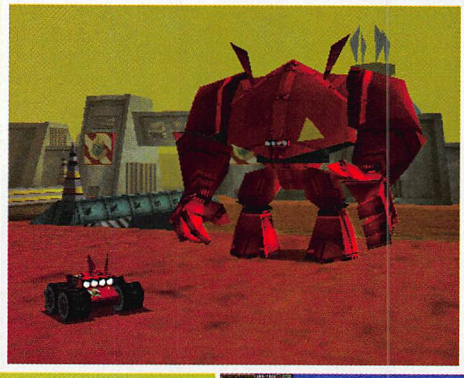
Acclaim











Acclaim did themselves proud with both the games you see here and the two we pulled out for focussed coverage: *Shadow Man* and *Turok 2*. *Machines* is an action and real-time strategy hybrid we are very excited about, and of course, *Extreme G 2* needs no introduction. We found it not only more controllable then its predecessor but graphically superior and with better cameras.

Extreme G 2

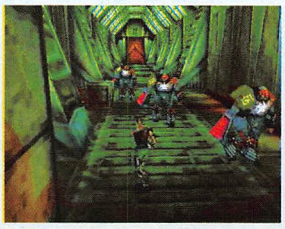


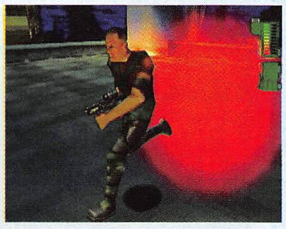


Machines



Activision

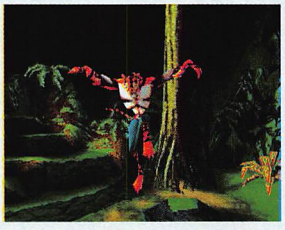




Apocalypse







Tai Fu



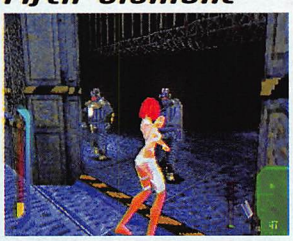
Asteroids



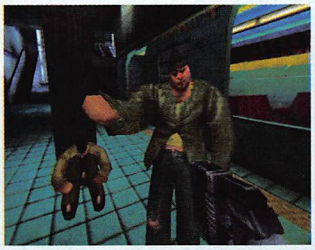
Beneath



Fifth Element



Activision was lucky to have had *Sin* in their booth - easily one of the best corridor games at the show. A bit of a surprise was *Heavy Gear 2*, its 3D engine vastly enhanced over the original. The brooding and visually captivating *Heretic 2* was also shown, its third-person perspective dwarfing its archaic predecessor. And with the volatile *Apocalypse* obviously problematic for Activision - the engine is now conspicuously similar to *One*. Activision would be wise to push the unique style and creative design of *Tai Fu*.





Sin

Ascii

Master of Monsters







Clock Tower II

Ascii had a good showing with a nice sequel to last years unique horror game, *Clock Tower*. Now dual shock compatible, you should feel the horror vibrating in your lap. The well received *Armored Core* gets an update with *Project Phantasma*, and the classic Genesis title *Master of Monsters* moves into the 32-bit realm in *Disciples of Gaia*. *Airboardin* puts a futuristic spin on the increasingly popular snowboarding genre.



Armored Core



Airboardin USA



Heavy Gear 2





Heretic 2

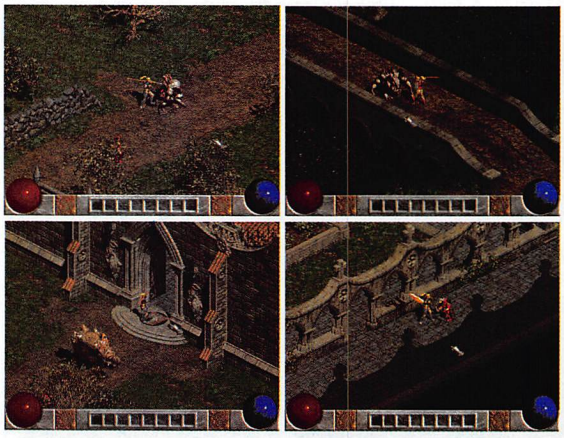


Legends of 5 Rings





Blizzard



Diablo 2

Every now and then, you come across a game at E3 that captivates you and demands your undivided attention until you've seen all it has to offer. *Diablo II* was one of those games. Expanding upon the original in every way, the game is, once again, an engrossing, atmospheric plight into a dark, bedeviled world. But this time, there is roughly four times more of everything. Four times the real estate, challenge, and most importantly, fun. Although only one level was playable at the show, what was there was enough to reveal how the game intends to improve upon the first. The sprawling, no-load environments alone were of particular note, and unlike the rather static predecessor, the world was imbued with animated NPCs, running water, wildlife, and real-time lighting.



Milo's Astro Lanes

Created by Player 1 (of *Robotron X* and *Dead in the Water* fame), *Milo's Astro Lanes* is set to deliver a bizarre cosmic bowling experience. The developers are especially proud of their wind-up technique, which involves madly rotating the PS analog stick to gather strength. Very cool. *Shadow Madness* is a vast RPG with six unique characters, loads of maps, weapons, spectacular magic effects, and sub-games to break-up the action. Very *FFVII*-ish!

Crave

Caesar's Palace 64





Gary Harrod, GR Art Director was amazingly transformed into a polygonal nightmare animation short. Using photographs, the Crave team created a short animation of

GR STAFF TO BE INCLUDED AS CHARACTERS OF UPCOMING CRAVE RELEASE

Harrod as a bosomed, scantily-clad travesty of nature trying out for the Spice Girls. Five Republic staff members will be included as hidden characters in Crave's Caesar's Palace 64 for the Nintendo 64.



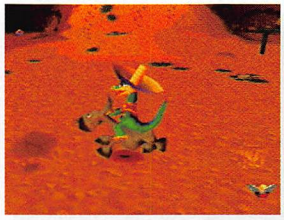
Shadow Madness

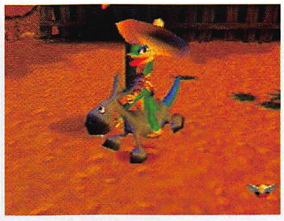




crystal dynamics

Gex 3





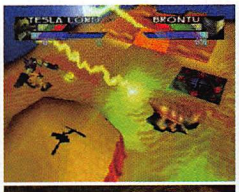
A masterpiece in the making, even in its early stage, *Kain 2* is showing architecture design and texture art that seem to belie the PS hardware. Also impressive, though early, *Gex 3* will please fans of the series with its emphasis on a more flamboyant and theme-based character.

Also using the *Gex* engine was the voodoo themed adventure, *Akuji* which has improved dramatically since we last visited it. *Gex: Enter the Gecko* for the Nintendo 64 is nearing completion as well. Will *Kain 2* make its way to the N64? CD wasn't talkin'.

Gex 64



Unholy

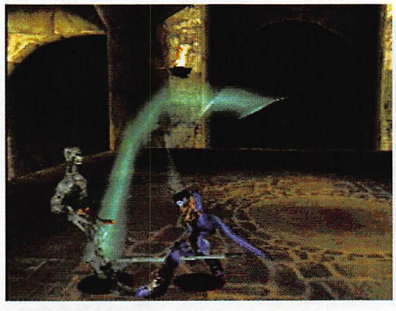
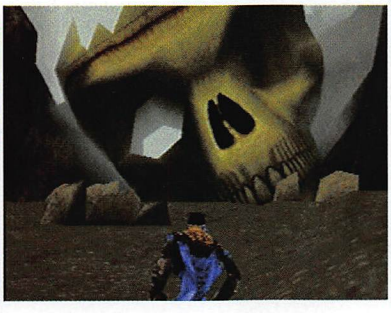






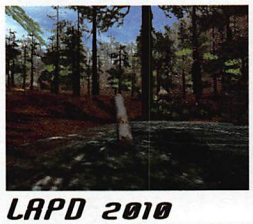


Legacy of Kain2

electronic arts

Trespasser

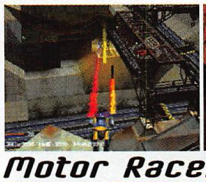



Trespasser was showcasing an incredible physics engine far and above any 3D game before it. Look elsewhere in this issue for a thorough preview. EA also had *Populous 3D* on display. This update has players running the world and its people in glorious spherical 3D, with new options tailor-made to take advantage of the new perspective. *Small Soldiers* looked very cool. Based on characters from the upcoming Dreamworks film, *SS* offers intense 3D shooter action in one and two player modes and great animation and enemy A.I. *Prax War* is an advanced FPS game with a sophisticated, 3D accelerated-only engine. Its modular engine will allow players the opportunity to create their own add-on games. In *LAPD 2010*, you patrol a futuristic LA in supercharged vehicles taking out gang leaders and rescuing hostages for the tax payers. *Moto Racer 2* will offer gorgeous accelerated graphics and an awesome new 3D track editor.

Populous 3D




LAPD 2010




Small Soldiers




Motor Racer 2

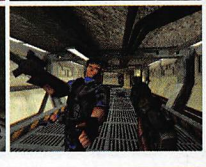





Prax War










electronic entertainment expo

Eidos

Commandos



Dominion



Tomb Raider 3



Fighting Force 64



Speaking with Jeremy and Adrian Smith regarding Tomb Raider 3, they hope that even though the game play is relatively in sync with the original and part two, people will look deep enough to see that the TR team has out done themselves with part 3. Expect some truly inspired effects and more cinematic moments. Eido's also had on display Diakatana, which received mix reviews from the GR staff, Dominion, Final Fantasy VII, Commandos, Gangsters, Ninja, which is still (how long is this one going to take?) too early to comment on, and a very small preview of Fighting Force 64.



Daikatana



Thief

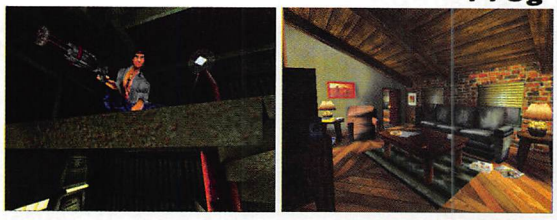


Omikron

GT Interactive

In addition to the gorgeous yet highly similar *Oddworld 2* and the futuristic boarding game known as *Streak*, GT were pumping out the PC titles like nobody's business. Riding high on the success of *Unreal*, there was a veritable deluge of PC first-person games utilizing the *Unreal* engine. Top of the list was *Wheel of Time*, one of the few first-person titles to actual try something novel. *WoT* involves a much more tactical approach to gaming. Obviously, the graphics are stunning, but the objectives in the game leave so much more room for enjoyment. From a list of spells, your wizened warlock struts about his Citadel laying traps, placing walls (which deform your castle in real-time) and moving orc-like troops to achieve maximum defensive effectiveness. Then you sneak into your opponent's fortress disguised as an enemy troop and crush your foe! Another game to mention was *Duke Nukem Forever* (not to be confused with the less than impressive PlayStation *TTK*), which, until recently, used the *Quake 2* engine to great effect. Outrageous enemies, humorous levels (on moving trucks, Las Vegas) and mammoth amounts of action combine... "Hail to the King again, baby!"

Prey



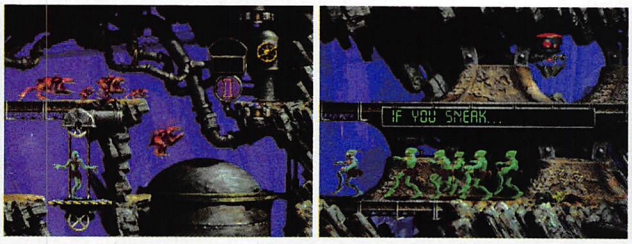
Streak



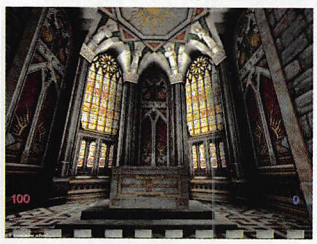
Duke Nukem TTK



Oddworld 2



Wheel of Time





FOX Interactive

Alien vs. Predator





Two of the most notable games at the Fox area were based on the same license, *Aliens*. *Aliens vs. Predator* was definitely the better looking of the two, allowing you to take the role of an alien, predator, or human and battle it out *Quake*-style. *Alien Resurrection* for the PS was just like the movie, except you couldn't play as the two main characters.

Gillian Anderson at E3

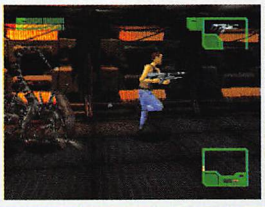
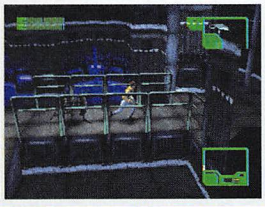
Promoting the *X-Files* interactive game for Mac/PC at Fox's booth, "X-File's" Gillian Anderson attracted hundreds for photos and autographs.



Team Losi RC Racer



Alien Resurrection

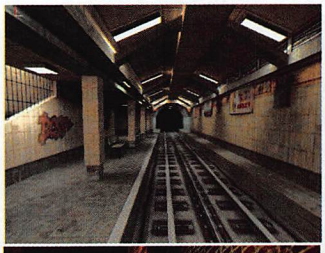
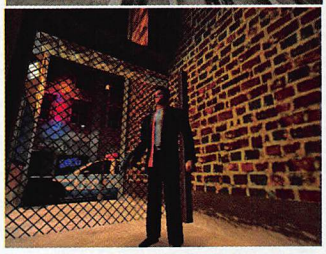
MotorHead



G.O.D.

G.O.D.'s booth didn't have much in the way of stellar looking games, except for the one featured below. 3D Realm's *Max Payne* was notable in both its incredible graphics - wait until you see the animation and lighting effects - and cool violent theme. You could tell the developers were John Woo fans.

Max Payne

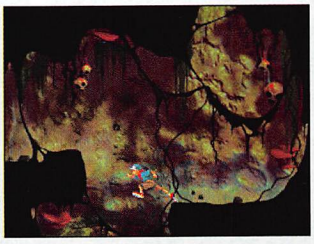
Interplay

Jim feels pretty groovy in 3D now that he's been inflated to polygonal stature. As you can see, cows have not lost there place in his twisted little wormy mind, nor have undead Elvis impersonator's. *EWJ 3D* is coming together. Elsewhere, *Citizen Kabuto*, the first game from former *MDK* mates, Planet Moon, was absolutely groundbreaking in terms of both graphics and game play. We blew out *Messiah* (ooh that baby is nasty) and *The Wild 9* last issue so, we hope you caught them. (If not, back issues are available!) With any luck, we'll review the *Wild 9* in the next issue and we continue to hold a vigil for playable versions of *EWJ 3D* (preferably accelerated) and *Messiah*. I'd like to get my hands on it before Shiny gets overrun by the religious right-wing.

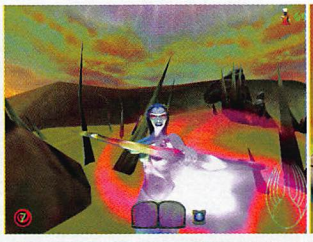
Earthworm Jim 3D

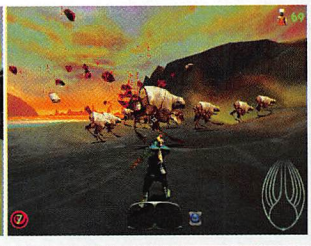



Heart of Darkness

Citizen Kabuto





electronic entertainment expo

KONAMI

Konami





Although Konami's *Metal Gear Solid* was limited to a mere video last year, it ended up being the game that everyone talked about all year. At this year's show, *MGS* was finally playable and undoubtedly unmatched, but there was one title on display that took us all by surprise in a big way: *Silent Hill*. Playing the game was close to a spiritual experience, and watching the wonderfully ethereal CG scenes depicting the mysterious plot was a hair raising moment. For this reason, many of us voted *Silent Hill* as game of the show. Konami had many other quality titles on display, none more curious than *Castlevania 64*. Although the game was looking good, some of the character designs, such as a skeleton riding a Harley, looked out of place. *Hybrid Heaven* also looked interesting and warranted a few double takes with some impressive visuals and unique play mechanics.

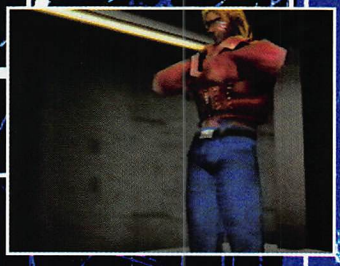
G-Shock



Hybrid Heaven







Silent Hill

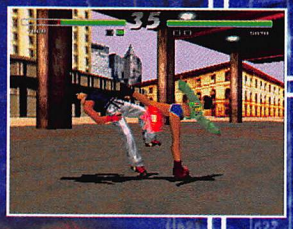




Survivor



Kensei



PoyPoy 2







Castlevania

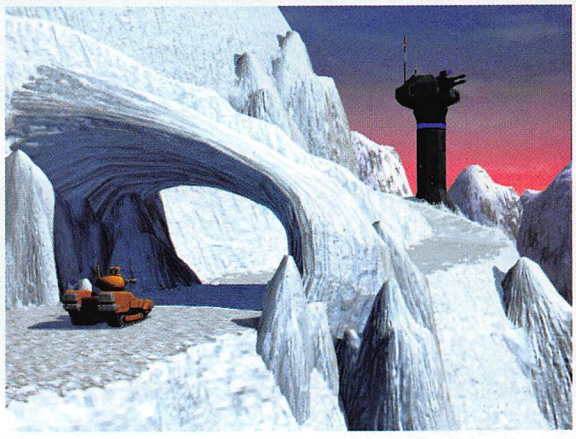


MGM Interactive

Return Fire 2



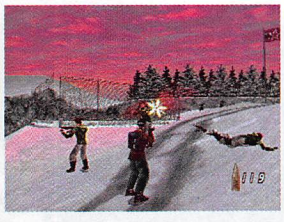


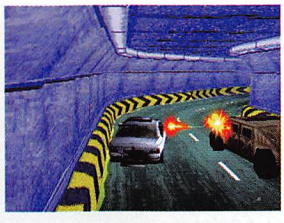


To go along with the provocative silhouetted dancing lady at their booth, MGM actually had some games. The much anticipated *Return Fire II* was looking quite good and should hopefully re-capture the intense multi-player fun of the original. A slightly early looking version of *Tomorrow Never Dies* on PS almost distracted crowds from the gyrating femme, though time will only tell if it can hold a candle to Goldeneye. Finally, there was the cute *Tiny Tank*. A decent 3D engine was on display in this light-hearted action game, which featured a swarm of little tanks going around blowing stuff up.

Tomorrow Never Dies



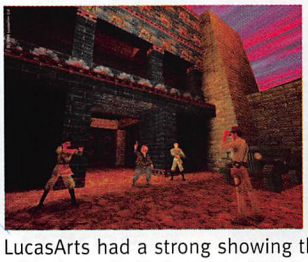




Tiny Tank

LucasArts

Jones Infernal Machine





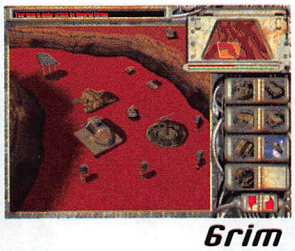




LucasArts had a strong showing this year with *Indiana Jones* leading the assault. Built around the *Jedi Knight* engine, this all new action adventure pits Dr. Jones against Soviet agents who have shown an unhealthy interest in the famed Tower of Babel. Next was LucasArt's ambitious take on the ever expanding RTS genre with *Force Commander*, the first fully 3D game of its kind. *Grim Fandango* from the designer of *Full Throttle* and *Day of the Tentacle* was trademark imaginative LucasArts adventure. Finally, *Rogue Squadron* for the N64 looked stiff.

Force Commander



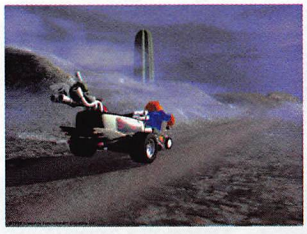


Rogue Squadron

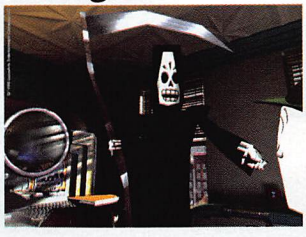


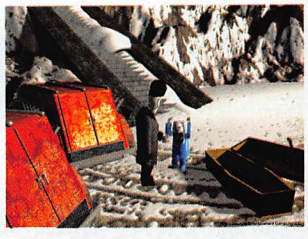


Grim Fandango









electronic entertainment expo

midway

Jackie Chan





Off Road Challenge





RC Copter





Along with the good N64 arcade conversions we would expect from Midway, they had two of the coolest games of the show - *Jackie Chan* and *RC Copter*. Jackie Chan was a great twist on *Final Fight*-style gameplay, where you run through 3D areas (similar to *One*) and fight off baddies using Jackie's famous "comedy" martial arts style, complete with apologies! Midway motion captured over 400 of Jackie's moves and mannerisms for this title; finally someone is putting this technology to good use. *RC Copter* is the much touted "realistic" simulation that Shiny has been developing since last year, and it is blast to play.

Rush 2



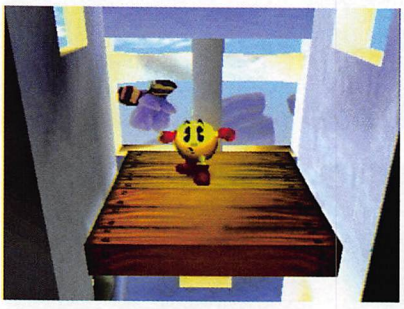


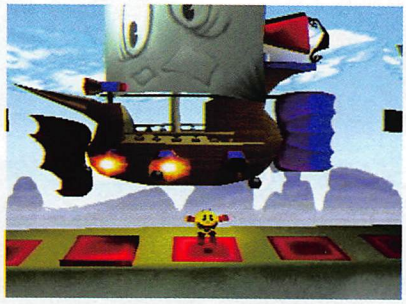


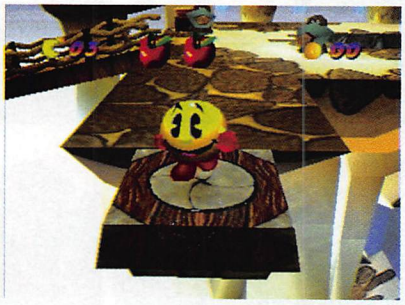
namco

Having just released the monumentally selling *Tekken 3*, Namco didn't really need an all-star line up for this year's E3 bash, which is just as well: They didn't have one. Most of the stand was taken up with "gold" versions of their previous PlayStation hits, there was a quadrant or two of *Tekken 3* arcade machines, the invasion of Japan's best *T3* players (who regularly received a pummeling by Alex Valle, *Tekken 3*'s uncrowned champion), and little else. An almost-complete *Soul Caliber* was shown (playing similarly to the first but with gob-smacking mo-cap characters and some great new players), but Namco's main push was *Pac-Man 3D*. Following the laughable version of the game shown at last year's E3, Namco has now given the game a superb *Klonoa*-like atmosphere, added a few bells, whistles, fruit, and ghosts and created what looks to be a thoroughly entertaining platformer.

Pac-Man 3D

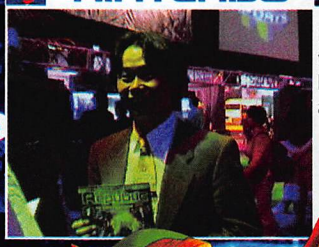






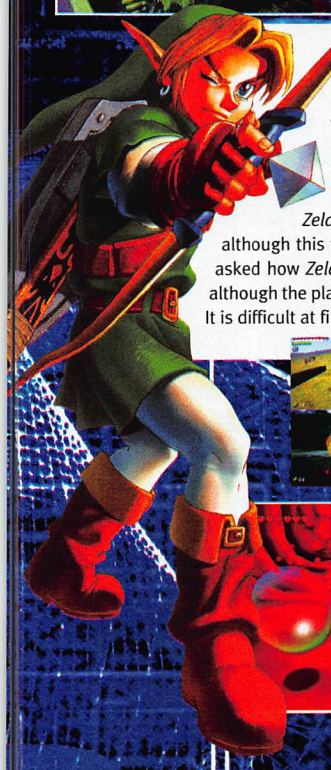
NINTENDO

NINTENDO



Nintendo certainly do know how to put on a show - and a party. The B-52's rocked the house (if you could find a taxi driver who knew how to get there) at the Nintendo bash. While on the show floor Miyamoto was on hand (as you can see we took full advantage) for feedback on his latest masterpiece. The Game Boy received a much appreciated 56 color face lift, and Poke'mon peeked out for the first time on American soil!

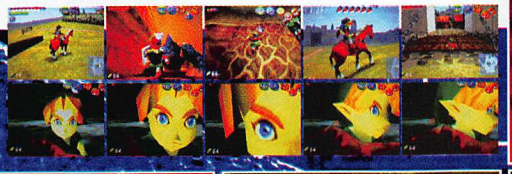




Mr. Miyamoto on the show floor... One of the most anticipated Nintendo titles ever, *Zelda 64* attracted a huge crowd even before the show doors officially opened on Thursday morning. If the game itself wasn't enough of an experience, we had the pleasure to meet and speak with Mr. Miyamoto. He was carefully watching our initial reactions, and was gracious enough to give us pointers and express his thoughts on the game. "*Zelda* is about 95% complete right now, although 70% has complete data. I am still balancing all of the stages," said Miyamoto. He also revealed more about *Zelda* in the 64Bit world. "I wanted to create a special world for *Zelda*, a special feeling of 3D like *Super Mario*. This is the same world as the previous *Zelda* series, although this time I put emphasis on atmosphere and temperature. This is the challenge of 3D." We also asked how *Zelda* plays compared to previous incarnations. Mr. Miyamoto replied, "Everything is the same although the player must learn how to use those skills in this new 3D world. It is difficult at first, you must be patient!"

Zelda 64















Twelve Tales: Conker's Quest





Banjo Kazooie

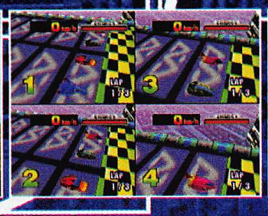






F-Zero X







electronic entertainment expo

Psygnosis

psygnosis

Psygnosis always show up with both barrels loaded, but this year they out did themselves. How can one publisher possibly maintain such a vast assortment of titles? Psygnosis obviously does it by scrutinizing by genre. They've covered all the bases, with assorted shooters and racers , real time strategy, realistic simulations, 3D action, and even some electric boogaloo courtesy of the foursome that everybody pretends to hate but secretly desires... the Spice Girls. How can anyone not dig four millionaire babes that wear next to nothing all the time? Psygnosis also announced their first Nintendo 64 game, *Wipeout 64*. The version playable at the show looked early, but the final promises a smooth 4-player option along with enhanced visuals. For those of you waiting for someone to create an accelerated PC adventure/shooter with a 3rd person camera that's more than an after thought, *ODT* is set to deliver. At the top of the PC scale, however, sits the inspired *Drakan*, which takes me back to "Tarna," an episode from the animated feature, *Heavy Metal*. Everything Psygnosis displayed showed merit - quite a feat for such a vast array.



Blast Radius



The Contract



Lander



Colony Wars



Formula 1 98



Hired Guns



Tellurian Defense

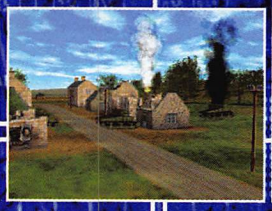


Psybadek

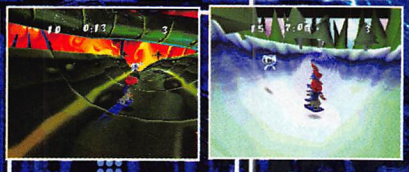


Panzer Elite









Drakan



ODT









Attack of the Saucermen









[Psygnosis Continued]

Eliminator





Spice Girls









If ya' wanna be my lover, ya' gotta' buy my game...

ocean









Space Circus

Ocean may not have the greatest track record, and they seem to realize the need for change with N64 and PC versions of *Space Circus*. More than 10 characters and 50,000 polygons can be displayed at once, creating a stunning cartoon environment; it's about time the PC got these types of games. Ocean's other standout game was *Outcast* on PC, an interesting mix of combat, strategy and real-time adventure set in natural, real life landscapes. Definitely unique.



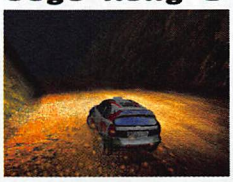
Outcast

sega

Don't be fooled by the Dreamcast logo to the right - Sega's booth unfortunately didn't showcase their upcoming system... too bad. What Sega did have, however, wasn't too shabby. Apparently focusing on PC until the release of the Dreamcast (see article on page 25 for more info), Sega's area was showered with more than enough titles to keep us PC owners happy for a while. Arcade conversions were rampant, most notably the very early but still great-looking conversion of *Sega Rally 2*. The first conversion of a Model 3 title was accompanied by an impressive *House of the Dead* (featuring spot-on mouse shooting control) and *Sonic R*. Sega also used this space to show off their two original PC titles, *Conflict of Nations* (shown last issue) and *Yoot's Tower*, a follow-up of sorts to *Sim Tower*. The only Saturn titles shown, like *Shining Force III*, should be out by the time you read this.

Dreamcast™

Sega Rally 2 PC





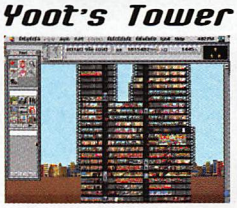
House of the Dead PC







Yoot's Tower



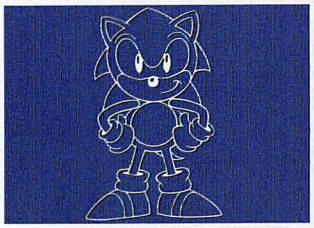
Conflict of Nations





Dreamcast Pics



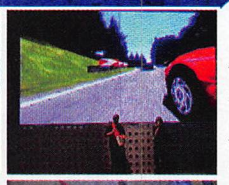


electronic entertainment expo

Sony

sony





Alex Hastings, Spyro's "well respected engine creator" and Ted Price, of Insomniac





Sony once again constructed a small city within the convention center confines, including dedicated areas for big guns *Crash 3: Warped*, Naughty Dog's third (and more spectacular than ever *Bandicoot* blast), and Insomniac's *Spyro the Dragon*, a free-roaming action adventure starring the coolest little dragon you could possibly imagine, voiced by the Taco Bell Chihuahua (or at least the guy who plays him, er, it). *Spyro's* 3D engine is among the best we've seen and the gameplay is there to match with Mark Cerny overseeing every last scale. As for *Crash*, well, expect the unexpected: free-roaming levels including Coco on a Jet-Ski will add to the already more diverse gameplay. Besides these two gems, Sony would have been wise to surround *Medievil* with similar fanfare. The lanky Dirk-like lead character scampering around amazingly textured and lit bone yards and other spook zones looked and played amazingly.

989's *Cool Boarders 3*, completely redesigned by a new team, looked ready to shred, as did *Rally Cross 2*. *Twisted Metal 3*, though early, has been beefed up for '98 as well. Look for the complete scoop on 989 Studios in the September issue. Oh, and, uh, welcome, Marci!

Cool Boarders 3





Crash Bandicoot: Warped





EverQuest



Rally Cross





Medievil













Spyro the Dragon











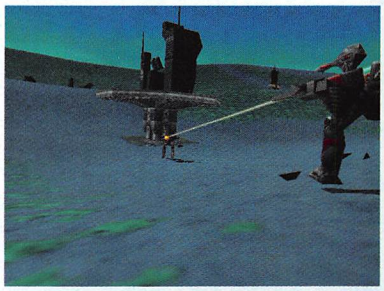


sierra

Quest for Glory



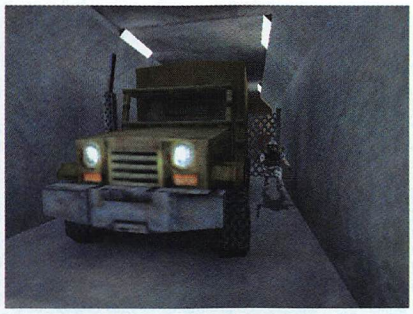
Star Siege



Among the many FPS games on the show floor, what stirred more emotions, caused more shouts of disbelief, and simply never ceased to amaze was *Half Life*. In the same vein as Sin, the game adds a deep plot to the senseless, violent nature of the 3D corridor genre, but with its own unique substance and style. One other title that displayed an impressive 3D engine and some original gameplay concepts was *Star Siege*. Featuring some nifty multi-player networked arcade action, the game was a blast to play. Other titles on display were *Quest for Glory*, *Return to Krondor*, and *Gabriel Knight 3*.

Half Life





Return to Krondor



THQ

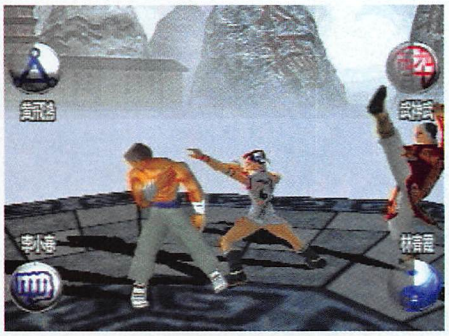
Dead Unity





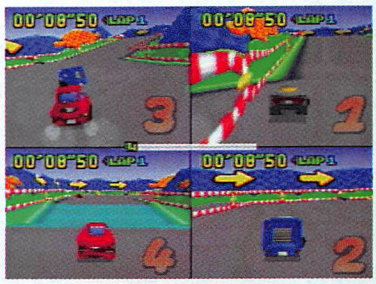
Besides picking up one of the decade's most legendary shooters, Taito's Zuntata powered *G-Darius*, TH•Q have picked up the latest in Takara's legendary racing series, the Nintendo 64 version of *Penny Racers* (known throughout Japan as *Choro-Q*). Based on cool little SD toy cars (placing a penny in them makes 'em wheelie), *Penny Racers* features a swift 4-player option as well as a deep racing adventure. *Dead Unity* is real time 3D graphic adventure set in the year 2062 for the PC (3D accelerator friendly) and Playstation. Although pre-rendered, the backgrounds are reactive - bullet holes appear in walls, windows shatter, and as time changes, it produces realistic lighting effects. TH•Q also showed *Speed Tribes*, a two-wheeled racing combat game, and *Brunswick Circuit pro Bowling* for PC & PlayStation. *Shao Lin* is their new 3D fighter based on real techniques.

Shaolin



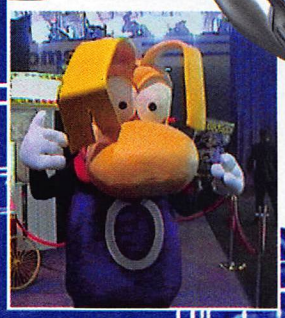
Penny Racers





electronic entertainment expo

Ubisoft





With *Rayman 2* and *Tonic Trouble*, Ubisoft are combining the magic of console gaming with the lush visuals of Voodoo 2 acceleration. Both games are stunning in their own right. Four out of five *GR* editors that play platformers chose *Rayman 2* for their E3 top-10. In the racing category, *SCARS* especially stood out in the crowd with a sort of *3D Moon Patrol* style of play and some of the prettiest and widest courses seen on either PC or PlayStation. On the N64, besides *Rayman 2* and *Tonic Trouble*, *Buck Bumble* is not only a totally fresh concept, but also an extremely well produced game in every facet. It's born and bred for the N64, and looks it. Contrary to our overly joke-riddled text last month, *Alex Builds His Farm* is part of a series of Voodoo accelerated kids games that are actually extremely impressive.

Buck Bumble





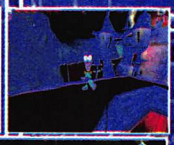
Hype-The Time Quest



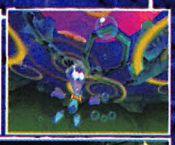


Tonic Trouble













Scars









Rayman 2







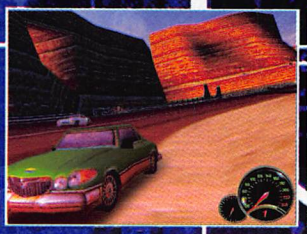


B. Jump





Speed Busters





virgin

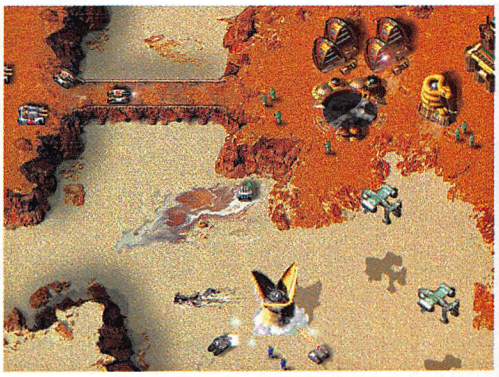
C&C 2:Tiberian Sun



Lands of Lore 3



Dune 2000



Yes, it's *Command and Conquer 2: Tiberian Sun*. In this hyper-anticipated sequel, Westwood plans to unveil the reasons behind the surge of Tiberium across the planet. The engine is new and play mechanics have been improved to allow more mass movement of troops and weapons with less effort. The battlefield is fully reactive to all activity, and each environment offers multiple levels and terrain. Destructive new weapons include the Devil's Tongue, Jump-Jet infantry forces, cyborgs, and Hunter-Seeker Drones. Also on display was *Thrill Kill*, a brutal, four player 3D fighter. Developed by the talented Paradox team, this intense combo and blood heavy fighter is an awesome multiplayer festival. We'll have an interview next issue.

Thrill Kill







working designs

These games need little introduction. GameArts legendary *Lunar The Silver Star* and Treasure's mind altering 2D platformer *Silhouette Mirage* - both the epitome of spectacular play mechanics and genius level design - are both coming to the PlayStation in full WD regalia! And for that last epic Saturn experience the most stunning hand-drawn top-down action RPG ever created: *Magic Knight Rayearth* is coming soon, but supplies will be limited, so watch for it closely.

Magic Knight RayEarth





Lunar: The Silver Star





Silhouette Mirage









By Dave Halverson

bomberman hero

What has a big head, small body, and short fuse?

Hudson's mascot is set to blow into town one more ti

While I wait patiently for a 64-bit *Bonk's Adventure* or *Adventure Island*, Hudson's love affair with Bomberman continues to blossom. Barely one year after the first mildly explosive *Bomberman* adventure snuck its way onto American soil, Hudson (via Nintendo) is about to roll another bomb on to store shelves. Unlike last year's incarnation, *Bomberman* for '98 is a pure action-adventure devoid of battle scenarios - the series claim to fame. Conventional wisdom would say that Hudson discarded said levels to dedicate more memory to the game itself, allowing more space for a beefed up engine or perhaps more vastness in the levels. Surprisingly, however, *Bomberman Hero's* graphics are about on par with last years model and the levels them selves are shorter, although more numerous. H-core fans are in luck, however, because what *Bomberman Hero* lacks in graphic prowess it makes up for in play mechanics, diversity, and music. Besides ample doses of platform action, there are exploration & puzzle elements, vertical repelling, a peculiar mammal to ride, and four all new (and very welcome) morphs: jet, aqua, snowboard, a. d propeller-head. The level structure is quite varied as well, ranging from funky backgrounds amidst polygonal armature to free roaming tunnels, polygonal side scrolling, and vertical descents. An N64 rarity, the music (a selected number of tracks in repetition) is excellent in lieu of the systems mind boggling lack of a dedicated sound chip. The action takes place across six planets, each featuring a set of like levels, and, of course, a final (and usually impressive) guardian.

Be that as it may, in comparison to similar N64 fare such as *Banjo Kazooie* and *SM64*, *Bomberman Hero* pales somewhat. If you're of the mindset that games are supposed to get better as a system evolves then be warned: *Bomberman Hero* is strictly first generation in terms of technology. There are effects such as reflections, transparencies, color cycling and animated fluids (although these often suffer choppy frame rates), but we've come to expect all of this from the N64. In terms of fun, *Bomberman Hero* hits the mark, although it's definitely on the easy side.

Bomberman Hero is a good game. I recommend it especially to younger or novice gamers, as it's quick to pick up and quite forgiving in terms of difficulty. Also bare in mind that this preview is brought to you courtesy of the import version; there's always the chance that Nintendo of America will add some bang of their own. Find out when we review the US version in an upcoming issue.

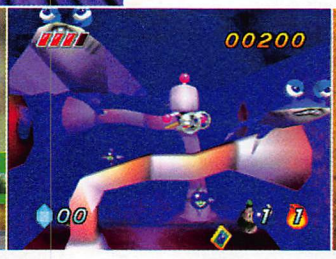










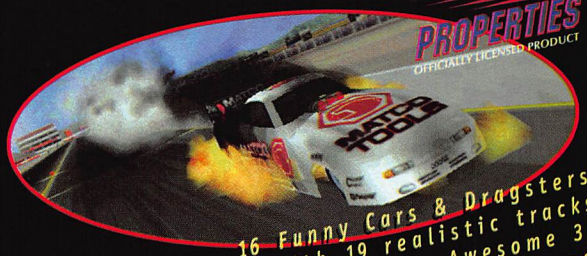






WARNING:

Use of this CD *will* cause smoke and flames in most computers.



16 Funny Cars & Dragsters with 19 realistic tracks - Awesome 3D graphics & sound!



22 NHRA events, multiple race modes & 3 skill levels

NHRA Drag Racing

The Nitro Burnin' Racing Simulation



Race against NHRA Champions like John Force, Kenny Bernstein & Joe Amato



Multiple camera angles including in-car driver view



NHRA Pros provide running commentary

Ron Capps with Don Prudhomme

Tantrum ENTERTAINMENT INC

NHRA

OH, It's On!

Windows CD-ROM

EVERYONE

CONTENT RATED BY ESRB

Mind Magic Productions

www.mindmagic.com

Mind Magic Productions is a division of RMC Interactive

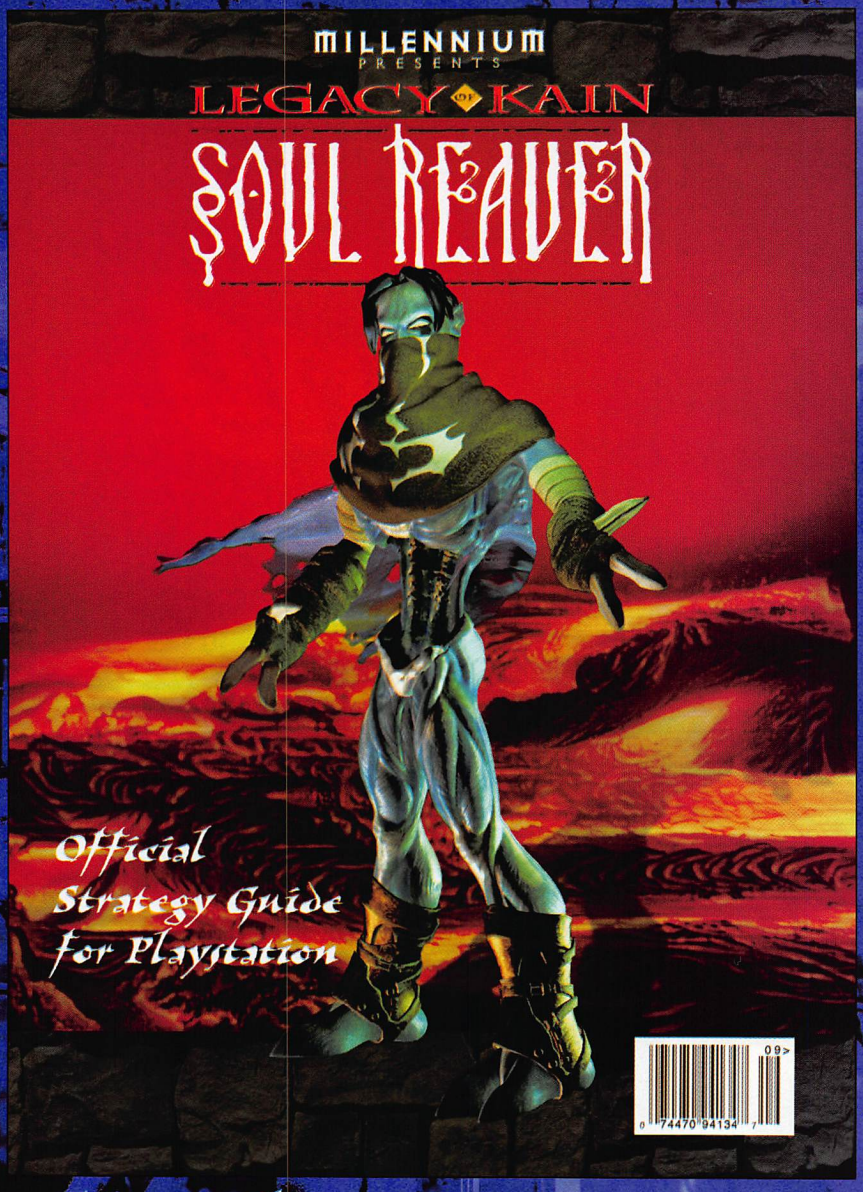
1753 Northgate Blvd, Sarasota, FL 34234 1.800.762.6443

NHRA Drag Racing was developed by Tantrum Entertainment © 1998 Tantrum Entertainment, Inc. 4 Spring Hill Lane Bethel, CT

NHRA trademarks are used with the permission of NHRA Properties and the National Hot Rod Association.

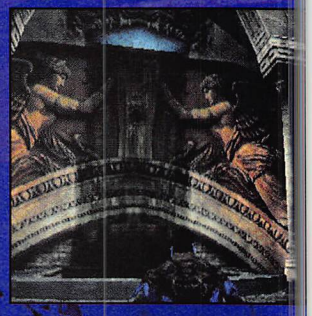
All other trademarks or registered trademarks are marks of their respective owners. All rights reserved.

Soul Food...

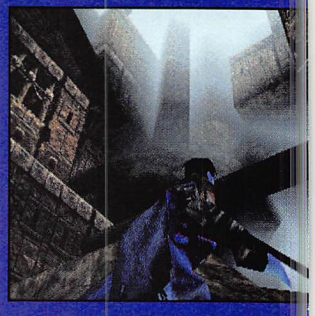


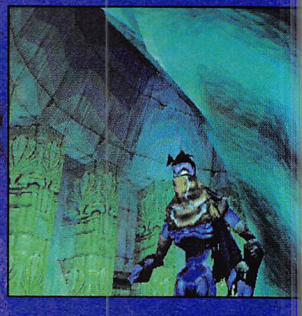












...for the undead feast!

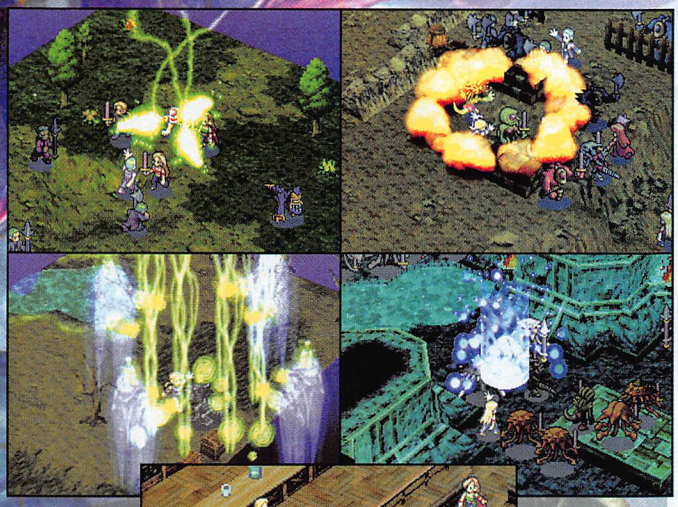
The Only Official Strategy Guide for Legacy of Kain: Soul Reaver!

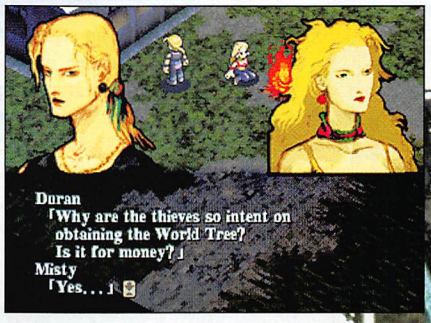
Available September 1998 for $12.99!

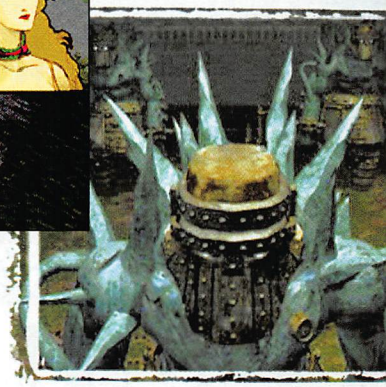
Pre-order Now for only $10.99!

to order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC







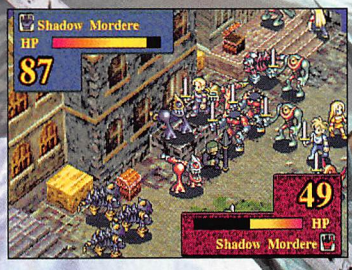
kartia

the word of fate

It has been said that Eden could not have been a utopia, cleansed from all evil from the beginning of time. In order to understand peace, there must exist conflict. To feel joy, one must experience suffering. As the story is told in *Kartia*, peace did indeed exist for centuries in the land of Rebus, blanketing its people in a heavenly calm. Fed from the magical text on cards of fire, wind, earth, and water, its people were given a glorious existence before the ubiquitous tranquility led to corruption and war.

Through this provocative story, opposing factions are looking to regain the cards and, ultimately, the means to create a new Eden, to create life, to find God. These magical cards of conflict are called Kartia, and they become the nucleus of Atlus' fine strategy RPG. The cards create weapons, armor, and cast over 150 spells that not only take out enemies, but also freeze rivers and incinerate trees and other environmental objects – not a huge boost in the strategic level of the game, but a nice touch nonetheless.

A joint effort between Amano Yoshitaka, the character designer of the *Final Fantasy* games, and Cozi Okada, the creator of *Persona*, *Soul Hackers*, and the *Megami Tensei* series, *Kartia* embodies a pleasant look and feel, reminiscent of ethereal RPGs of the 16bit days. The graphics are undeniably simplistic, begging for more character animation and environmental touch-ups, but the wonderful sense of style and ambience make us forget about the need for fancy embellishments. Kartia is a subtle reminder of how the little things in a game, the understated intricacies that creep up and whisper their presence, mean so much.



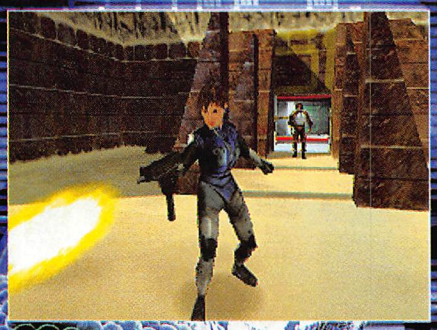




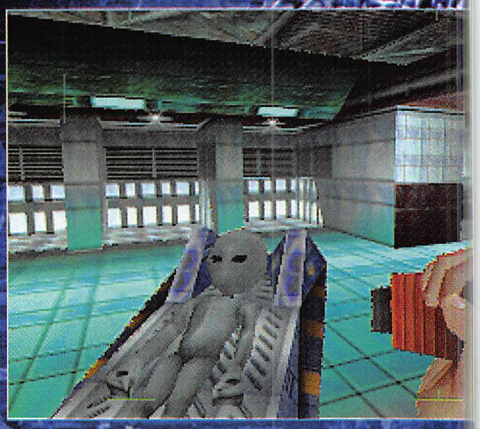


By Brady Fiechter

Dreams will become Reality...



In an attempt to steal the limelight from a certain other adventurous *femme fatale*, Rare's latest (and seemingly greatest) video game casts you as special undercover operative Joanna Dark, the so-called Perfect Dark. Starring in a first-person shooting bonanza based on the outstanding *Goldeneye* engine, Joanna was unveiled (so to speak) for the first time at E3. Looks like Mister Bond is hanging up his PP7; there's a new breed of



perfect dark

The year is 2023. You are Joanna Dark, the Perfect Dark. Infiltrate the evil DataDyne

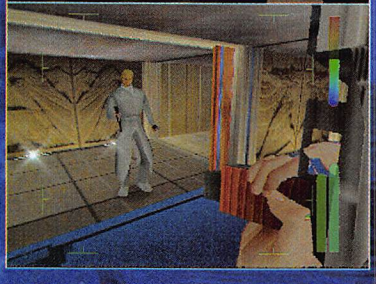


gun-toting assassin in town, ready to uncover the truth about the DataDyne corporation and their otherworldly secrets...

What we gathered is that *Perfect Dark's* adversaries are able to engage in long-range teamwork (when you're battling a couple of guys close by, others in nearby rooms can run in to overwhelm you, or wait and ambush), they can react to the environment (so they'll be able to chase you rather than run endlessly in a circle when they attempt to negotiate a barrel), and even have threat appraisal skills (laughing at you should you run in with a small butter knife, and running for cover should you storm in with twin rocket launchers blazing with fiery death).



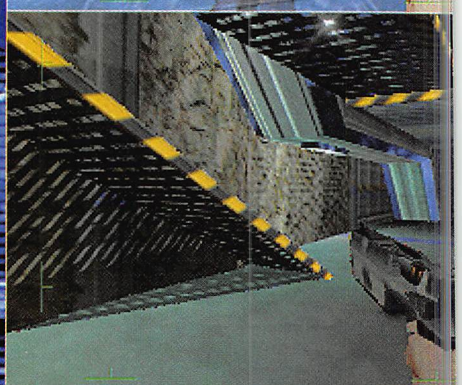




Levels to come include Chicago skyscrapers, top secret air bases, subterranean laboratories, and even undersea alien shipwrecks!

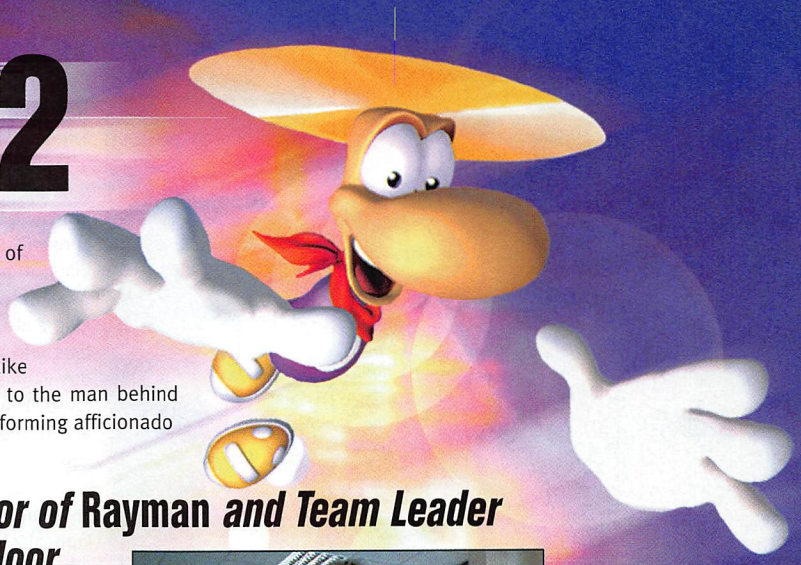
Other facts? Humanoid enemies crumple to the ground in exactly the same manner as they did in *Goldeneye*, there's a severe lack of blood oozing from wounded foes' orifices, Joanna can mount a futuristic hoverbike and zip around the 'military installation' style levels, and there's even Alien Greys to cull! Yep, bulbous-headed pallid folk from Alpha Centuri get the rough end of the stick; you'll be either splattering their craniums or stealing stretcher-laden aliens from experiments beyond the comprehensions of man. Joanna also uses her phaser-style pistol to great effect; she can zoom in on enemies (cue the on-screen homing targeting system), and she can also hold them up to the head, covering the screen and providing a shield. Add ray-tracing, 3D Surround Sound, dynamic lighting, particle effects on the explosions, dust and steam, plus an over abundance of lens flare and a logo using the same font as *Metal Gear Solid*, and you're on to another multi-million dollar selling Nintendo title.





schwa. (SHH-wa): n. 1. Any strange or unexplained occurrence.

rayman 2



Rayman 2 turned out to be one of the biggest surprises of the show, impressing the entire GR staff - not an easy task given our diverse tastes. A beautifully lush 3D platformer, *Rayman 2's* stylistic cartoon environments and innovative play mechanics combine to create a very console-like experience, on PC. French speaking fan Mike Griffin talked to the man behind *Rayman 2* on the final day of the show. A full preview by platforming afficionado Dave Halverson will follow next issue.

Interview with Michel Ansel, Creator of Rayman *and Team Leader on* Rayman 2... *on the E3 show floor*





How easy was it to go from two dimensions to three dimensions with Rayman?

We've been working with 3D for some time now, so it wasn't that hard. The visuals weren't difficult to translate, and then all we had to do was find the right "feeling". It was very important to test in 3D to find out what works best and if it could function in this type of game. The best sensations are felt by flying and swimming, making big jumps, or having a very deep sense, when in a canyon for example, looking way, way down.

How about the differences in control?

Well, in fact, if you put the camera in just the right position, you'll notice it's the exact same control as ***Rayman.*** The character transcends both dimensions. You can jump, you can fly, just like the first game, and now you can use objects to fly.

When did the project begin?

September '97. Everything started then, even the engine was ready to go.

Rayman 2 looks like a real-time cartoon. How did you achieve this image quality?

The same graphic artists that worked on ***Rayman*** worked on ***Rayman 2.*** Exactly the same team. For animation, for graphics, everything.

Have team members worked on any 3D games prior to Rayman 2?

Yes, ***Tonic Trouble.*** We worked on just the first few levels, and then a new graphic arts team took over. We didn't finish the game.

I tell him flat out that I think Rayman 2 has a slightly better engine than Tonic Trouble. He explains briefly that the Rayman 2 engine is indeed a 2nd generation Tonic Trouble engine. Does Rayman 2 require a 3D accelerator?

Yes. We feel the 3D accelerated market needs games. People might say, "Hey, you aren't making games for gamers without 3D acceleration," but if nobody attempts to make incredible games by really using 3D acceleration, you could never validate the technology. People would wonder why they would need 3D acceleration if the game was the same without it. We are here to produce good games, even if they're designed with the future in mind.

Michel points to one of the gorgeous, giant RGB Mitsubishi screens displaying Rayman 2 and says, "Don't forget, it works on a single 3Dfx board just fine. Oh yes, and on a Pentium 166."

So how hard are you pushing the cards?

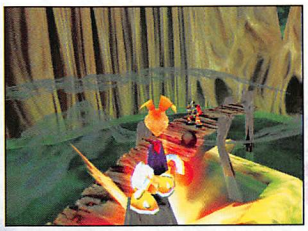
To the maximum. We have people specially optimizing for each accelerator card. It's important. On 3Dfx it runs at 30fps, on 3Dfx Voodoo 2 it will run at 60. Both cards allow texture resolution of 640X480.

The textures are incredible. How does it run on two Voodoo 2s?

You have to improve the 3D engine itself for it to work well. Once this is done, you can give information to the cards, but they're still waiting for the processor. It's a powerful setup. We've optimized performance for the low processor/first generation 3D card combination. In effect, if you use two Voodoo 2s, you need a very efficient processor to supply the cards with information for the enhancements. Next time we make a game we won't just increase the resolution and frame rate for Voodoo 2, we'll add polygons to the characters and improve their expression. Oh, and we can achieve four times the resolution with two Voodoo 2s.

I noticed there's no CG intros or intermissions right now. Will you be adding such features?

No, we create cut-scenes with the help of the 3Dfx. Everything in the game is real-time. At this point we can create very impressive cartoon scenes using the game graphics alone.



How many levels are being created?

About 20, maybe less. We'd prefer less, but really big, high-quality levels - levels you'll be returning to for secrets and new characters. We'll have underwater, forest, temples, jungles, each with unique enemies. We'll have far more enemies than in the original game, and distance weapons.

It's the last day of the show, and a late night party had rendered me tired and brainless. We share a powerful yawn. I guess he's had a busy show too - lots of traffic. He even led Mr. Miyamoto through the demo. Nintendo's infamous game creator thought that Rayman 2 was great, but explained that he wouldn't be playing it again until Zelda was done. Interesting...

Right. What sacrifices will have to be made to the N64 version?

We're working very hard on it. We had to change the gameplay because games are very "square" on the N64.

Less polygons, right? What about the resolution?

The video isn't very good on the N64. We have the best quality available to N64, which is 64x64. Most people only reach 32x32.

Can you tell us about the upcoming Rayman 2 CG cartoon series?

Yes, we have a team of twenty people working on it. It's all CG and it's very impressive. We're working with an L.A.-based director who has worked on animation for people like Disney.

Wow! Sounds like something to look forward to. Thanks for your time and good luck with all your projects!

shadow man

Within the game lies a revelation so stunning, they say you'll wonder if you're even playing a game at all.

As I slid through the crowd at the Acclaim press event, I noticed the 3Dfx version of *Shadow Man* out of the corner of my eye amidst the violent bursts and orchestral joy of *Turok 2*, where Dave Dientsbier lay waste upon hordes of Alien beasts. I hadn't paid *Shadow Man* much mind prior, writing it off as another *Tomb Raider* clone.

But upon further inspection I discovered an intricate story woven around a haunting game which invites us into the life of Mike LeRoi, an English lit grad who becomes a part-time hit man when he can't find employment in his chosen vocation. In an unexpected turn of events, Mike and his family are killed in a freak car accident just as Mama Nettie, a New Orleans voodoo priestess, has a terrible vision of the apocalypse. She envisions five serial killers breaking through the world of the dead and leading minions of zombies into the world of the living, where they commence consumption and devastation. Her vision compels her to resurrect Mike LeRoi and place in his chest, The Mask of Shadows. Crossing over between the worlds of the living and of the dead is where the game takes place. Playing *Shadow Man*, you can manipulate both of Mike's hands, creating some unique multi-tasking as well as combination attacks. He can use a gun in one hand and a voodoo weapon in the other, or fire while unlocking a door or picking up an item. Optically the game evokes a dark, occult mood, and on the technical front it uses Iguana's VISTA (Virtually Integrated Scenic Terrain) engine, allowing the player to see far into the horizon with little to no fog.

Shadow Man is sure to excite all, as it will grace all three major platforms late this year or early next. We'll have more on *Shadow Man* in upcoming issues of *GR*.

spike

By Brady Fiechter

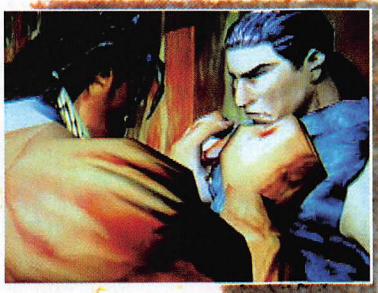
Toshihiro Nagoshi, producer of the wildly popular *Daytona USA*, is currently preparing another groundbreaking title, called *Spike*. Mr. Nagoshi's key understanding of the importance of multiplayer gaming is translating to what could be one of the most addicting arcade games to come a long in quite some time.

The foundation of *Spike* is raw hand-to-hand combat, and here is the kicker: connected to a network system with fiber optics, 16 players can battle at once, separated into teams of four. Fighting takes place over exquisitely detailed and hugely expansive urban environments such as gritty industrial grounds, littered streets, and busy malls. Nearly every object in the city is interactive, allowing you to use a wealth of objects as instruments of pain: chairs shatter across opponents' backs, pipes and scattered junk become blunt weapons, perfect for quick blows to the face. If a weapon is not readily available, a cement post or railing on an escalator is more than enough for a critical blow. Gang up on someone, pummel him with multiple combos, throw him into a semi, and watch his flailing body destroy the vehicle - the fighting is outrageously brutal and delightfully exaggerated. And this exactly how it should be.

Note: *Spike* is still very early in development with graphics and gameplay subject to change.

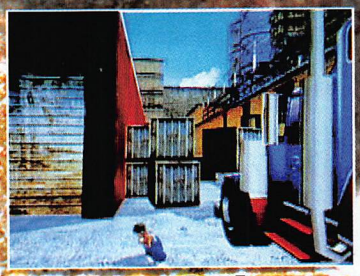


Intense sixteen player, team battle!





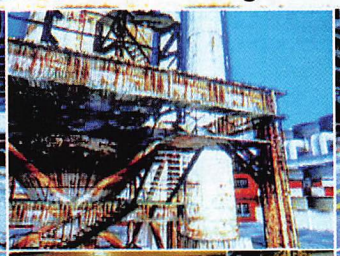


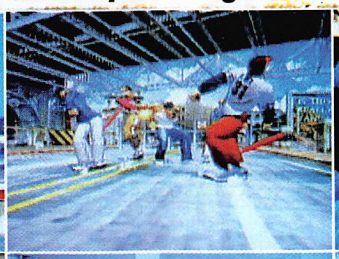


AM2's latest features massive environments!

Scale buildings and set traps in huge urban arenas. Teamwork is the key!





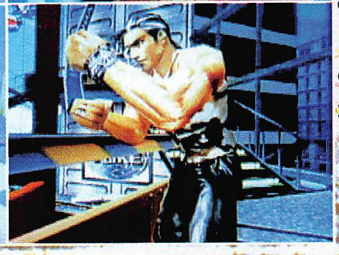










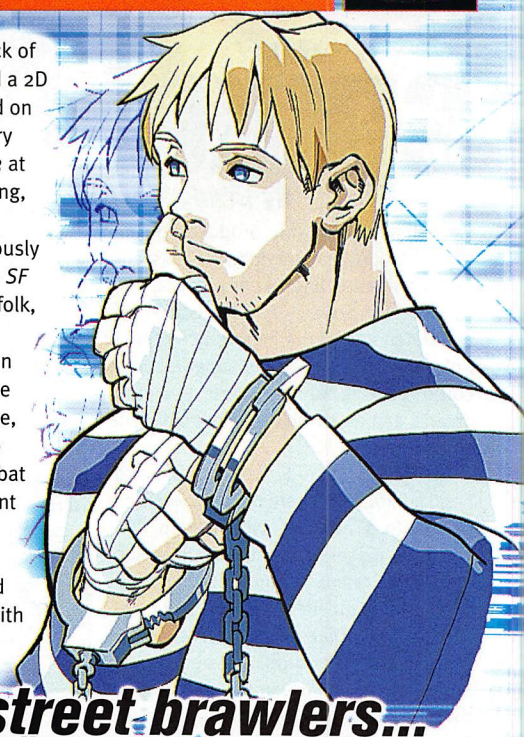


Images © Sega 1998



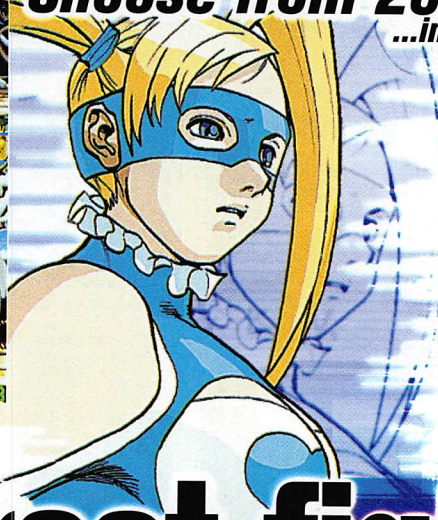
Ever astonishing the gaming press with their lack of vicissitude, Capcom have yet again announced a 2D hand-drawn fighting game and (get this), it's based on the *Street Fighter* series! Still, despite the legendary lack of innovation, *Street Fighter Alpha 3* (or *Zero 3* at the moment) looks to be more than a little promising, especially for those weaned on a diet of Blanka, E Honda and Vega, as they're just some of the fabulously redrawn characters on show for the first time since *SF Super Turbo*. Accompanying these elderly fighting folk, there's a couple of new brawlers to choose from (bringing the total selectable characters up to 25) in the shape of *Final Fight's* Cody, and a buxom female called Rainbow Mika. But the fun doesn't stop there, as Capcom of Japan tweaked the fighting engine to include a profusion of additions to make your combat as varied as possible. We liaised with *SF* tournament player Tom Cannon and procured some of his thoughts on the latest *Street Fighter*.

After around 24 hours play, Tom generally agreed that *Alpha 3* beats down its previous incarnation with thick brass knuckles, as particular attention has been focused this time around on fixing Alpha



Choose from 25 street brawlers...

...including a full force of old favorites!



Counters and Custom Combos that pro players could utilize in extremely cheap ways; and the addition of new characters gives the player some exciting and brand new gameplay features, which don't seem to be open to abuse. Top of the "thumbs up"' list are the three modes (known strangely as "isms"), which are an attempt to grant each character a particular flavor (a technique similar to *Samurai Showdown 3's* Slash and Bust modes). Want Chun-Li to lose her Flip Kick and Rising Kick but to have mastered her Spinning Bird Kick? Then choose "Chun-Li X-ism" version. Similarly, "Bison X-ism" can attack with the Psycho Crusher and Headstomp at the expense of his fireball. This essentially means that you have three variations of each character, and a total of 75 individually different characters to choose from!

street fighter alpha 3

By David Hodgson with Tom Cannon







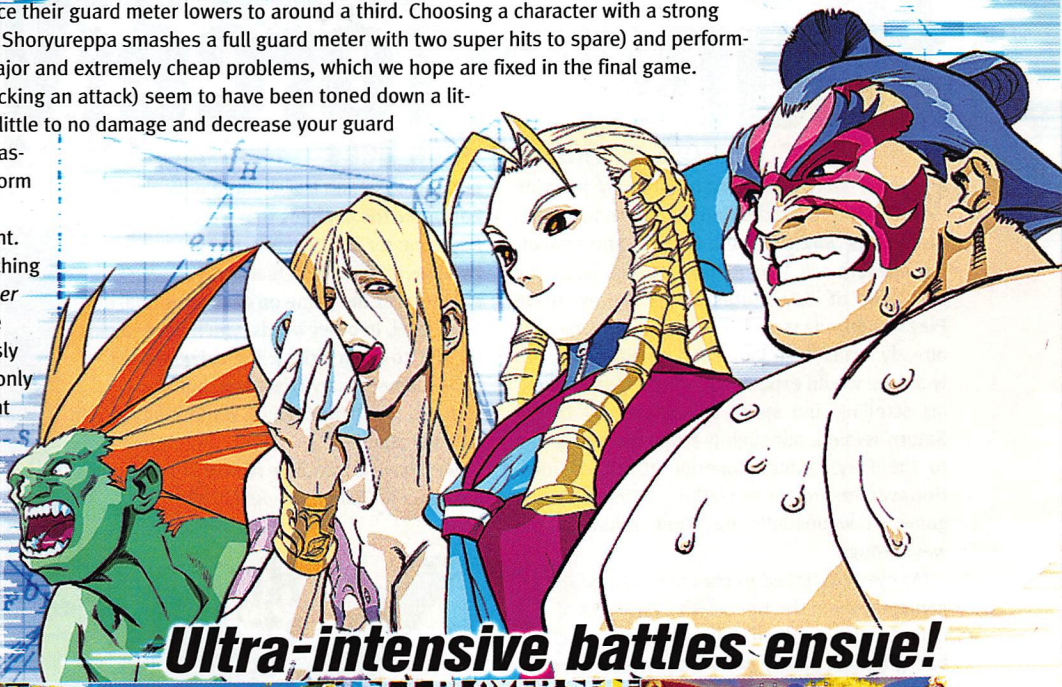
Artwork and images © Capcom 1998





Secondly, Capcom have developed a Guard Crush system where the blocking of any move diminishes your guard meter (which replenishes slowly when a fighter isn't blocking incoming attacks). As a rule, around six fierce punches drain the meter completely, and once a player lands a hit on a guard-depleted foe, the victim goes into a reeling animation frame for about a second, where blocking and moving aren't possible. Shaking out of this mini-dizzy is possible (hammer those buttons and joystick!), and the Guard levels are restored at the start of every round, but the main problem is pulverizing your opponent with a super once their guard meter lowers to around a third. Choosing a character with a strong super (X-ism's Ken, for example, whose Shoryureppa smashes a full guard meter with two super hits to spare) and performing this technique causes even more major and extremely cheap problems, which we hope are fixed in the final game.

Alpha Counters (retaliation after blocking an attack) seem to have been toned down a little too much for *Alpha 3*, as they inflict little to no damage and decrease your guard meter, meaning they can't be used as passive offense. Now, the only time to perform the Alpha Counter is to prevent a guard meter crush or to knock out an opponent. Conversely, the Juggling system for catching airborne opponents is similar to *SF Super Turbo's*, as you're essentially vulnerable once you leap, and moves that previously knocked a player high into the air now only raise you a little. Another way to prevent juggles is to press both punches and flip out of a jump. Additionally, one other main attack has been tweaked, the Major Counter, which is a fierce or roundhouse move on another opponent's attack. The hit is spectacular, causes a pause of around a second and is useful for slower characters.



Ultra-intensive battles ensue!















Finally, the Custom Combo system has been overhauled. Now nicknamed "Variation Combos," an activated combo produces three shadows behind the character. The third shadow, however, mimics moves at different times from the other two shadows, and this seems to be dependent on the strength of the Variation Combo. Slap down a jab and a short together, and your third shadow executes a fireball (for example) very shortly after the "real" original character throws it. Moves and walking speeds are also faster, and it's also possible to fall through rising attacks (like the Dragon Punch). After practicing, it was possible to abuse this system (Tom managed some devastating Variation Combos that halved a foe's health), and this could lead to certain "ism" characters being employed extensively.

However, what was generally appreciated was that *Alpha 3* has a lot more to offer than the "Second Impact" of *Street Fighter 3*. The return of classic characters, continuously tweaked gameplay and extremely detailed (not to mention superbly hand-drawn) sprites mean that the *Street Fighter* legend can only continue and flourish.



thunderforce V

perfect system by Dave Rees

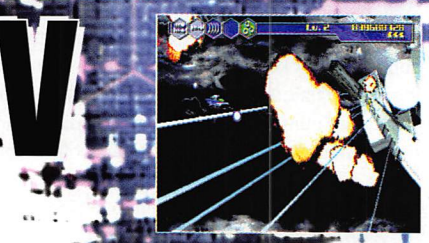
Wisely snagged for translation by Working Designs' Spaz division (the same team that brought us *Raystorm*) the import Saturn shooting masterpiece *Thunderforce V* will soon see the light of day stateside as an exclusive PlayStation release. The PlayStation version is already available in Japan and it performs exactly as one would expect, suffering a loss of parallax scrolling and sprite animation next to the Saturn version, but slightly faster gameplay due to the PlayStation's superior 3D capabilities. However, regardless of platform differences, the game is raw, unadulterated *Thunderforce* all the way through.

My eyes continued to stir after I played the game, my mind throbbed with flashbacks of near process overload. Rotating psychedelic backgrounds, cycling patterns of circuitry matrices, monumental bosses tearing asunder as I exploit their Achilles heels, and extremely tight pattern memorization. A dense fabric of miniscule yellow balls forming before me, pushing my hand-eye coordination to the max. Pulsing music increasing my already boiling adrenaline. All very intense stuff, although previously flawed.

There was one major issue with the import version of *TF V*: it was overly short, even after Techno Soft upped the number of levels from the Saturn version's six to seven, and added original CG sequences. That made it very hard to recommend as an import purchase, but Working Designs are making the necessary improvements for the US release.

The US version will be 50% more difficult on normal mode and a 25% more difficult on hard. Like the changes that were made to *Raystorm* for its US debut, the bosses will be more difficult to defeat and you won't be able to beat the game on easy or normal difficulty level. In other words, you'll have to master *TF V* to claim victory. These tweaks not only add necessary challenge, but also increase the game's length without any loss in overall balance.

We'll have a complete review in an upcoming issue of *Gamers' Republic*.









special combat team of the Earth side!

The Thunderforce experience on Playstation will hit you like a tempest

trespasser

By Brady Fiechter

enter a world where reality and fantasy become one...

your imagination is the only boundary...

Video games are an escape, pathways to alternate realities created in the bizarre, the humorous, the gruesome, the fantastic. Whatever the designer chooses to create, we become a part of his imagination, merging and extending his vision into our own. Seamus Blackley, the producer of the archetypal *Trespasser*, understands what such a vision is all about: "Being in another place is what makes a great game. The essence of the power of the game, how immersed you are, how believable the world is—everything contributes to that quality. When you believe in the game's world, then that's when it's truly working."

Nothing would please Seamus and the *Trespasser* team more than to have us believe in the world they are creating – to see us transfixed by the tranquil island setting, lost in the jungle stillness, unnerved by the roaming dinosaurs rupturing the peaceful silence. Flowing from radical concepts no other video game would dare conceive, *Trespasser's* fantasy is becoming exactly what the designers had envisioned it would be, and when you see the epochal physics engine that feeds their visions, you may never view gaming in the same light again.

As part of a unique reality, video games are often self-contained in their own physical domain, and it is here where anything goes. Instead of moving away from the confines of reality, *Trespasser* chooses to merge fantasy with real world physics in a way never before

Continued next page

Thanks to Seamus Blackley, Rich Flier, and the entire *Trespasser* team for their patience and courtesy in making this preview possible.



An unprecedented physics engine captivates...



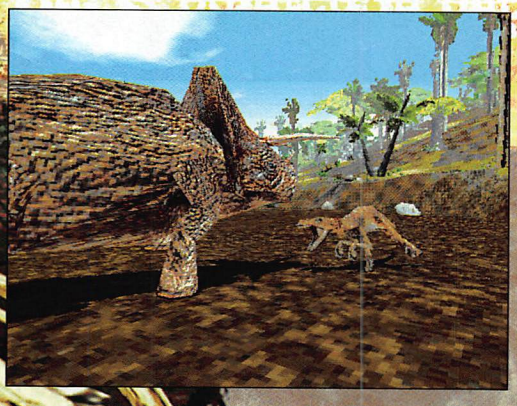
seen. Objects have mass, shape, and orientation, and they react to force as you would expect them to — they break, splinter, wobble and fall. Apply pressure to trees and plants, and they bend. Shoot a barrel, and it topples over, rolling on the ground depending on where you penetrate it. Push a log near its end, and it will rotate. Because every object in the game reflects a center of mass, every scenario you are faced with will follow a logical, reality-based sequence.



Largely a puzzle-oriented adventure, *Trespasser* requires you to navigate the island by employing a number of ingenious steps, where every object around you can become an invaluable tool for success. Build a bridge, fashion a weapon, provoke a dinosaur to demolish a locked gate — your sense of logic and cleverness become the ultimate tool for survival.

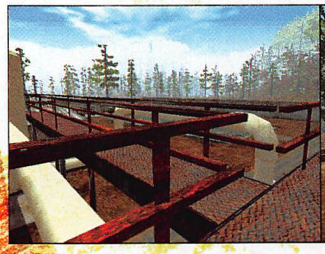
Lose yourself in the Island

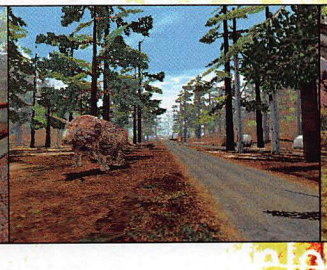
Hidden within the thick foliage is a pool of water rippling gently from the disruption of a distant waterfall. A delicate flower is dropped into the

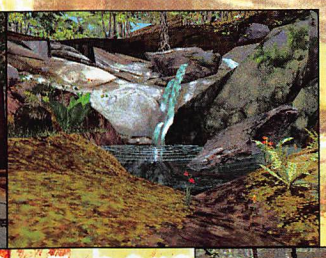




crystalline pool, sending gentle waves outward towards the edge, which trickle back toward the point of impact, rebounding off eachother and spreading farther and wider upon each return from the bank. A dinosaur is shot dead into this same body of water, sending fierce waves throughout. When the water dies down, the rippling shadow of the creature pierces the surface reflection - an astounding site. Images like these dazzle the imagination, lending even more credence to the *Trespasser* team goal of







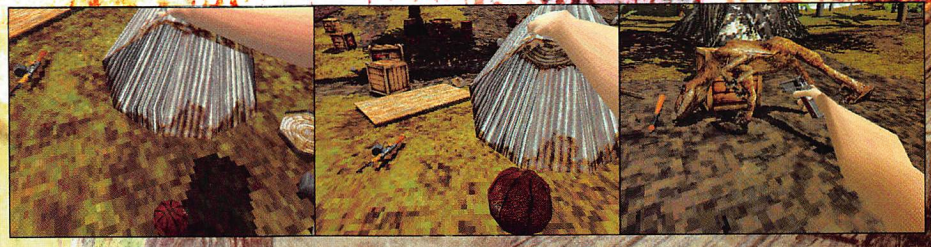
creating the most absorbing adventure game imaginable. And here again, a large part of its effectiveness is drawn from the physics engine. There is solidity to the environments, a tangible beauty that seems to leap from the screen in its compelling complexity.





Every motion will convince you of a certain reality, especially in the dinosaurs: the stomach of a T-Rex rises and falls with each giant breath, and a shotgun blast to the head of a Raptor sends it reeling in a sickeningly violent fall. Modeled in full 3D and bump mapped to give their skin even more texture, they also lurk with no pre-scripted animations, reacting uniquely to every provocation. Not knowing exactly how they will respond to their surroundings is part of the intensity. If handled correctly, deadly confrontation can be avoided altogether, and the dinosaur can be left to live; kill it, and no matter how far you roam, once you return, it will still be lying where you left it. But who wants to let these amazing creatures just saunter away? It's too exhilarating to see their wealth of reactions to your presence. Part of the fun is trying to fend off a charging attack with any object you can find; just wait until a raptor stumbles over a barrel you've thrown in its path or gets tripped up in a confused pack of its own kind. Anything is possible. The designers gave the dinosaurs life. Now it's up to us to interact with them. Our imagination is the only boundary.

whatever you may see is yours to explore...







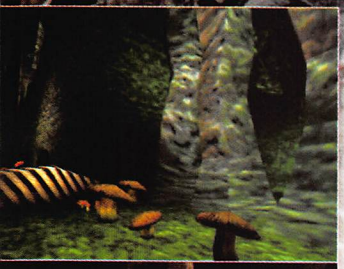
turok 2

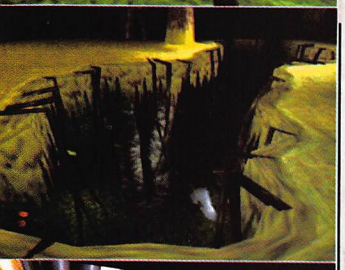
Intense Dinosoid decapitation!

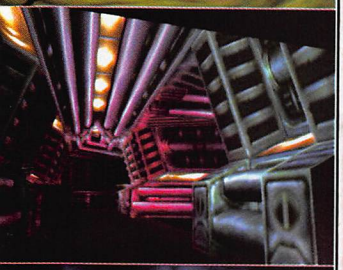
Join our first hands-on playtest of Fireseed's second adventure!

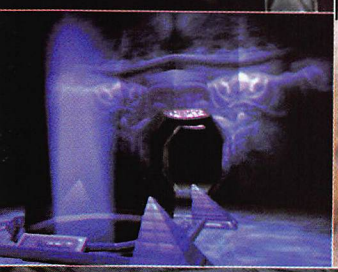
By David Hodgson

Despite the distractions of *Forsaken* girl's cleavage, the real reason for Acclaim's after-show party was the first unveiling of *Turok 2* on both the Nintendo 64 and PC. (Note that the PC version apparently uses the *Forsaken* graphics engine.) A suited David Dienstbier (project leader and not lead programmer as we inaccurately reported last issue) was on hand to provide excited informative chatter, and we eagerly grasped the joypad and ventured through the first complete level.









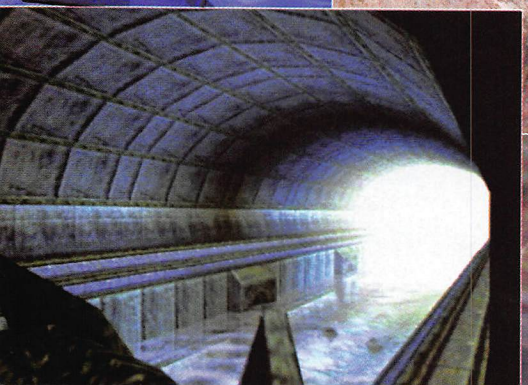
Even before the actual action began, we took note of the ripples and shimmering water, and sneakily opted for the all- weapons cheat, easing into the level, and spotting our first Raptor. With its Softskin textures and ferocious features, we backed away as it hissed, loped forward inquisitively, and was brought to a sickeningly horrific halt in a shower of spouting blood. Shards of pink light ripped through the Raptor's head, and thanks to specific collision detection, we carved its head clean off. Standing agape, we watched the head fly off, and the neck stump splurted gouts of globulous gore in random patterns on the cobblestone floor. Still stumbling about (headless chicken style), the Raptor ran hither and yon before collapsing in a blood-soaked heap.

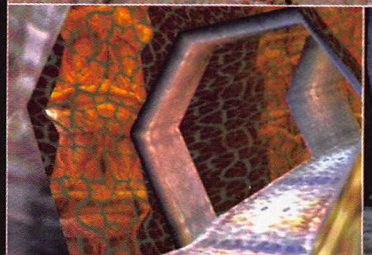
After a round of polite clapping, we continued our mission to cull every Dinosoid in the Port. Handling what looked like a very weighty Magnum for the first time, we opened a huge and ornate oak doorway, letting loose a trio of Dinosoids behind us (in true first-person shooter ambush style). Flipping around, we backpedaled, planting bullets into hard reptilian flesh. A lizard creature spluttered a fell in a perfectly animated death spasm. Huge orange apes with leathery skin and lizard faces danced past their fallen comrade, and we opted for a spot of eight-shot missile action. Once the smoke cleared, only twitching husks remained.

Further into the level, Mr. Dienstbier insisted we stop hurting his critters, and told us to switch to the Storm Bow. We targeted a Dinosoid far into the foggy distance, zoomed in on it and shot it in the head. It fell off its lofty perch (complete with a cascade of bloody globules). We also discovered a rather nifty mine-laying weapon which severely prevents your reptilian enemies following you (any that do are exploding in a massive plasma storm).



Further into the demonstration, I took a couple of minutes out to shoot down a large crow-like creature that was circling high above. Finally, we saw the immense Alien Soldier from the futuristic levels later into the game. These bad boys filled the entire screen, and we hadn't even seen one of the five bosses yet (although we were treated to a room full of glowing fungus and a boss encounter chamber resplendent with walls could only be described as 'sphincteresque')! Expect our own action screens next issue!







turbo prop racing

By Dave Halverson

Is Sony's new 60fps boat racer wet or wild?

One thing's for sure, it's certainly unique!

Does the world need another racing game? *Gran Tourismo* is certainly the pinnacle of serious racing on the PS, and besides, there are innumerable choices for all walks of racing fans. Although there are no notable boat racing games (*Powerboat Racing* bites too much to count) it would take a damn good one to wrestle fifty bucks out of my pocket and probably yours, too. SCEA's *Turbo Prop Racing* is soon to make a go of it.

Besides running at 60 fps among impressively textured environments and almost psychedelic water, *TPS* sports considerable longevity. Subsequent to winning (1st place alone advances) on all 18 tracks (six initially, then reverse and mirror) still more racing lies ahead. The awarded random seed generator allows you to create an infinite array of tracks. They're nowhere near as impressive as the in-game channels and twists, but they do allow for some amusing experimentation.

Besides depth, *PBR* introduces a unique brand of physics to PlayStation racing. Using the Dual Shock Analog wand in conjunction with the R1 & L 1, you will eventually learn the clever nuances of *TPR's* control. At first you'll curse it, but after some careful scrutiny you'll be barely nicking the sides as you duel it out with 16 other serious competitors. The feeling under hull isn't quite the sensation felt in *Waverace*, but it's the closest you're likely to get holding a PS controller. It definitely feels liquid.

One of the mistakes *Powerboat Racing's* designers made was to stay somewhat realistic with relatively flat bodies of water. *TPR*, however, is more of a fantasy/simulation hybrid. The courses have all the nuances you'd expect from a well designed land based racer, with hills, jumps and perilous drop-offs. And the final course on each stage takes place on a molten lava flow. Adding further to the gameplay are an assortment of colored markers (which either speed you up or slow you down depending on the color and amount you've hit or missed), and some pretty vicious AI, at least in our preveiwable version. Current problem areas are restricted to some track-side chop when the camera comes in tight (usually because you've run aground), some seam splitting, and some control issues - nothing that can't be fixed.

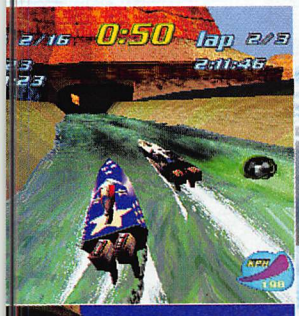
So maybe the world can do with another racing game. We'll see when we review *TPR* in an upcoming issue.

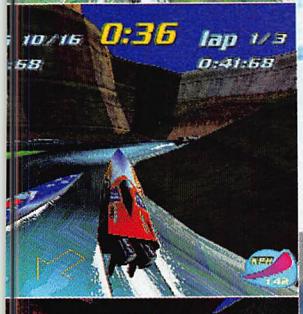










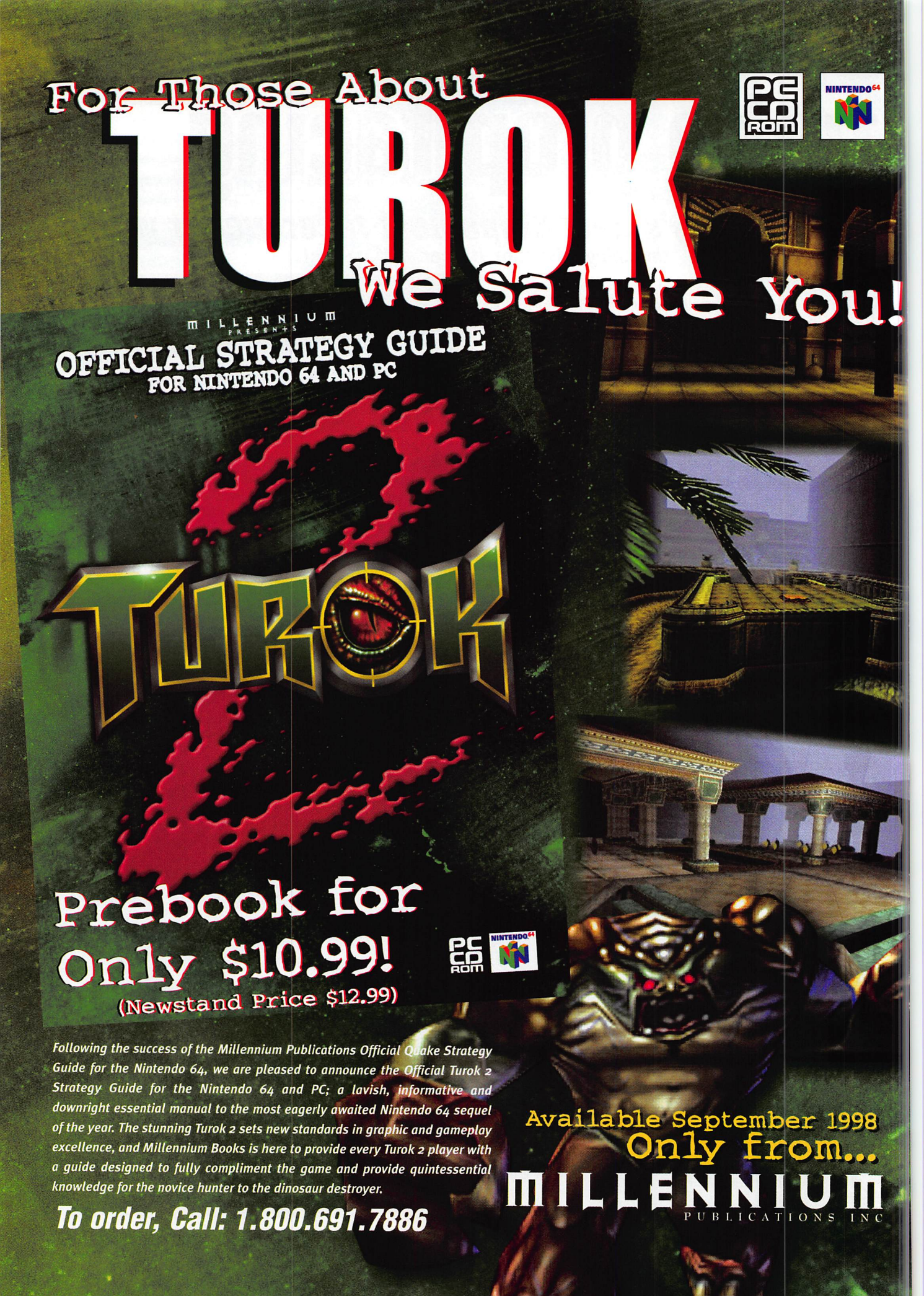











For Those About
TUROK
We Salute You!
PC CD ROM
NINTENDO 64
MILLENNIUM PRESENTS
OFFICIAL STRATEGY GUIDE
FOR NINTENDO 64 AND PC
TUROK
Prebook for
Only $10.99!
(Newstand Price $12.99)
PC CD ROM
NINTENDO 64
Following the success of the Millennium Publications Official Quake Strategy Guide for the Nintendo 64, we are pleased to announce the Official Turok 2 Strategy Guide for the Nintendo 64 and PC; a lavish, informative and downright essential manual to the most eagerly awaited Nintendo 64 sequel of the year. The stunning Turok 2 sets new standards in graphic and gameplay excellence, and Millennium Books is here to provide every Turok 2 player with a guide designed to fully compliment the game and provide quintessential knowledge for the novice hunter to the dinosaur destroyer.
To order, Call: 1.800.691.7886
Available September 1998
Only from...
MILLENNIUM
PUBLICATIONS INC

GR REVIEWS

The most visually impressive game yet seen, *Unreal* receives much praise and a little scorn in its review, thanks to the uncompromising tactic we use in all our easy-to-decipher criticisms. We've received a load of letters and e-mails remarking on the ease and effectiveness of our rating system (which we're constantly tweaking: we're toying with ideas of secondary reviewer opinions, but let's be clear - you'll never see a third of a page wasted on meaningless charts and ratings like "8.5 out of 10" in this journal).

Delayed nearly nine months, *Mission: Impossible* unfortunately could benefit from even more molding - some fantastic concepts never came to fruition. Also, making a much-awaited appearance is *Final Fantasy VII* for the PC, and while not as visually illuminating as the PS version, the core of the game shines brightly. Mention must also be made of *Vigilante 8*, the delightfully chaotic take on car carnage; and as the amusing tv ad states, you do get to "blow s**t up." If such an offer sounds appealing, *Total Annihilation* will also give you more than enough opportunities to experience mass destruction.



REVIEWS THIS MONTH

Aero Gauge	C+
Descent Freespace	A
Elemental Gearbolt	B-
Final Fantasy VII - PC	A-
Jersey Devil	B-
Mission Impossible	C-
Monster Truck Rally 2	C+
NFL Extreme	B
Quake 2 Mission Pack 1	B
Road Rash 3D	B
Spec Ops	B
T.A. Core Contingency	A-
Tomba	B+
Unreal	B+
Vigilante 8	B+

1. Games marked in RED are highly recommended for your gaming collection.
2. Games marked in ORANGE should be avoided completely.

[Subject to the reviewer's personal preferences, it can be generally accepted that any game scoring a B or higher is a great way to spend your gaming evening. Games scoring a low D or F should be microwaved for three seconds and returned.]



A+, A, A- [A+ to A] Games in this bracket are the indubitable cream of the crop. They feature the very best in visual presentation, and are excellent in both initial and long term playability. The very best video game of its type, or an extremely close approximation thereof. *Example: Gran Turismo*

B+, B, B- [A- to B] Games in this bracket are excellent, solid and highly playable pieces of software, although they lack minor polish to become truly outstanding. Slight graphical glitching coupled with a marginally disappointing ending may mar an otherwise exalted release. *Example: Tenchu*

C+, C, C- [B- to C] Games in this bracket may have some great elements to them, but these are let down by one or two quite major problems, such as a limited movement, irritating sound or speech, and a lack of foresight in the level design. Passable entertainment - nothing more. *Example: Pitfall 3D*

D+, D, D- [C- to D] Games in this bracket require serious help in two or more areas. Perhaps the control responds horribly and the characters animate poorly. Although a game of this caliber may have had a great initial concept, it was never fully realized in the final stages of design. *Example: MK Mythologies: Sub Zero*

F [D- to F] Very rarely will you come across a game of this lack of quality. A complete dearth of vision, a determination to remove any semblance of gameplay or fun, and particular attention made to use none of the most rudimentary of the system's proprietary tools. *Example: Fantastic Four*

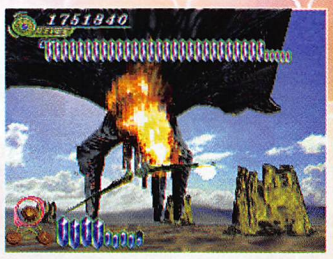


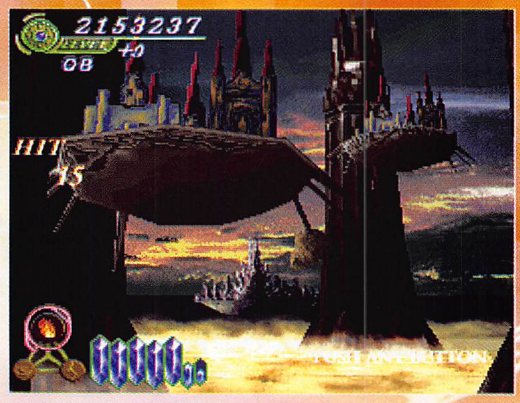
elemental gearbolt

Alfa Systems makes up for their lackluster Project:Horned Owl with this very imaginative gun game

By Mike Hobbs

Elemental Gearbolt comes from the team that originally brought you Sony's fairly disappointing *Project:Horned Owl*, and they have redeemed themselves somewhat with their latest shooter offering. While *Project* resembled little more than a warmed over and slightly lame version of *Steel Gunner*, *Elemental Gearbolt* sets off in its own direction with an art style that's more fantasy than hardware based. Beginning with well produced anime cut scenes done by Mad House, this game aims to impress, and this is no more true than when it comes to the music, a ludicrously scrumptious orchestral soundtrack that is truly film worthy.





There are six levels in *Elemental*, all with dramatic names like the *Plains of Despair* and *Grieving Angel's Descent*. For an on-the-rails shooter, the background graphics are decent and, at times, epic in scope, but the engine on display is far from beautiful. Frequent z-buffering issues and fairly low-res textures detract from its overall visual presentation. The enemies, a combination of sprite and polygonal constructions, benefit from good, satisfying placement, but can be a bit sparse at times.







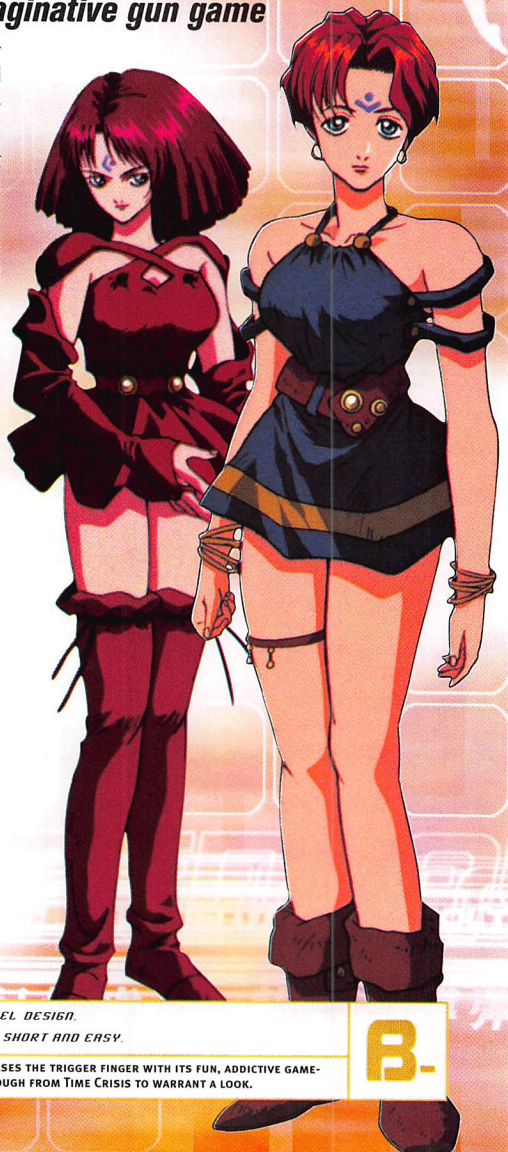


It's in the gameplay that *EG* earns its above average status. As a shooter, it's just plain fun. Played with Namco's wonderfully accurate Guncon, picking off enemies and racking up combo bonuses has a good feel to it. And incidentally, you never have to reload in the game, a hint at its intentions as a straightforward shooter. You are also given a choice of three weapons, all switchable on the fly, though only one is really worth your time.

In bringing the game stateside, Working Designs have made a few changes, mostly for the better. The difficulty has been upped a bit over the Japanese version - a wise move - and they've added things called chalices, hidden throughout the levels. Tucked away in certain background elements, these can power up your weapons and provide something of an incentive to replay the game. What's not so great is flat dubbing of the anime cut scenes, but that's really neither here nor there.

While *Elemental* doesn't hold a candle to something like *Time Crisis* or even *Point Blank*, there's no denying its inherent fun. It's a very playable, if short, little shooter with a truly awe-inspiring soundtrack that at times convinces you that you're playing something much cooler.





- SICKENINGLY GOOD SYMPHONIC SOUNDTRACK
- SATISFYING SHOOTING ACTION
- NICE LEVEL DESIGN
- A LITTLE SHORT AND EASY

REPUBLIC SAYS... ELEMENTAL GEARBOLT PLEASES THE TRIGGER FINGER WITH ITS FUN, ADDICTIVE GAMEPLAY, AND IS DIFFERENT ENOUGH FROM TIME CRISIS TO WARRANT A LOOK.

B-

The seminal Square adventure continues!





There's one major difference between consoles and PCs that makes them two peas in completely separate pods: available resources. On the PC, RAM and 3D processing power are relatively boundless and can always be upgraded if necessary. On consoles, dealing with a fixed amount of available RAM and processing power results in a constant struggle for programmers, often demanding insane memory management routines that seemingly make the hardware supersede its limitations. So one would assume that *Final Fantasy VII* would translate perfectly to the PC.

Well, don't assume too much; the overall visual and aural impact of the PSX version is not always so apparent on the PC version. Benefiting from 3Dfx, the game's battle sequence, world map and mini-game graphics are much cleaner and animate at faster frame rates, but the overall effect is essentially the same - which is a very good thing of course. However, if you want to play the game at a screen resolution of 640x480, don't expect to be amazed by the pre-rendered backgrounds. They are identical, but that is the problem. Stretching a 320 x 240 image across a gaping 640 x 480 screen results in a blocky mess that falls far short of the crisp look of the PS version. At the same time, the cleaner looking polygonal characters look skewed against the chunky backdrops. The same thing can be said about *FF VII's* CG sequences, which happen to be a big part of the game's atmosphere. Of course, you could always choose to view the game at 320x240, but who wants to suffer from severe eyestrain after about fifteen minutes of play? And although the music is arranged properly, the quality is directly dependent on your sound card and midi driver. Those with low-end sound cards will not be impressed with the results.







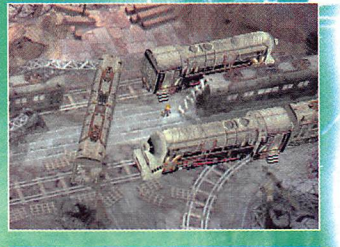
FFVII on PC has some faults, but retains the magic of the original!

final fantasy VII

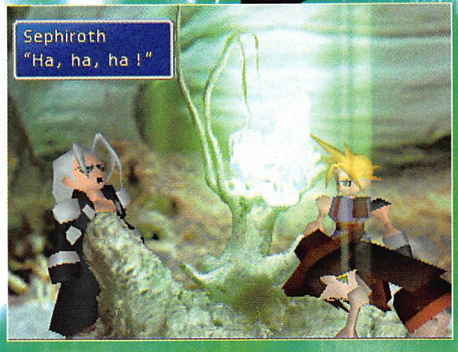
Is this epic RPG truly enhanced?

By Dave Rees

FFVII on the PC still manages to captivate players with its wonderfully original theme and atmosphere, even if it does look and sound a tad odd at times. And the story itself is perfect. For that reason, I highly recommend it to any RPG fan.





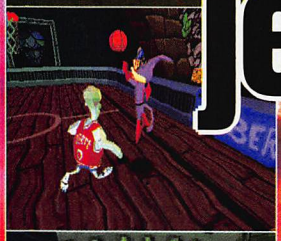


- 3DFX SUPPORT MAKES FOR SPECTACULAR BATTLES
- THE ATMOSPHERE OF THE ORIGINAL IS FIRMLY INTACT
- PRE-RENDERED BACKGROUNDS AND CG ARE LOW-RES
- THE MUSIC IS CORRECT, BUT THE INSTRUMENTS ARE OFF

REPUBLIC SAYS... *Technically, Final Fantasy VII on the PC is a mixed bag. But these issues are easily overshadowed by the game's brilliant story and ambience. Recommended.*

A-















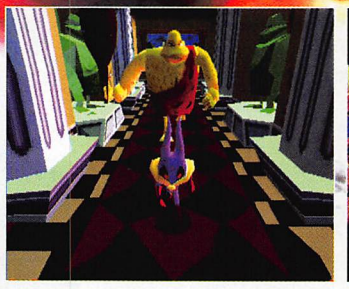




jersey devil

Who is he? What is he? Let's have a look, shall we...

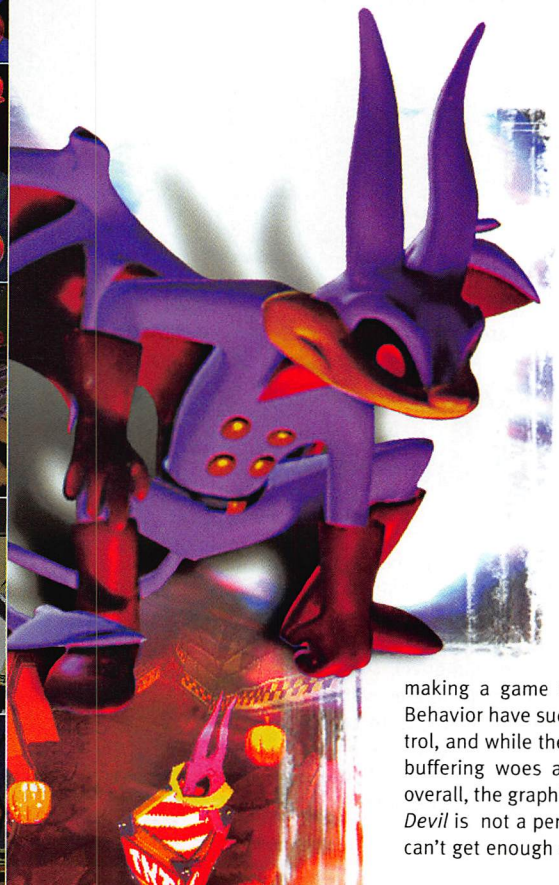
by Dave Halverson







I had no prior knowledge of such a creature... a Jersey Devil? New Jersey folk lore perhaps. Visions of the horrified couple from *Batman Returns* sending Danny Devito afloat down the NYC sewer canal came to mind. A similar occurrence? Probably not . I'll stick with this story for now: Jersey Devil is an entertaining 3D action platformer surrounded by an excellent motif that lands somewhere between a WB cartoon and *Scooby Doo*. While borrowing from similar 3D platform fare (he attacks and breaks crates like Crash), *Jersey Devil* also offers up some fresh ideas in level design, boss encounters, and the way you find each level. Only after unearthing the hidden tokens to spell out K-N-A-R-F will you gain access to each area's inner sanctum. There you must battle your way into and then demolish each of Dr. Knarf's secret labs. In the interest of cutting to the chase I'll skip the long version: the story involves mutated vegetables and the species that come into contact with them, doomsday, and a lot of jumping around to make sure infection doesn't happen. From within a town square in Jersey City our hero must enter and clear six zones. For the most part, each consists of hardcore platforming, including timing maneuvers, switch throwing to turn on transportation gizmos, search and rescue, and of course warding off spooks and the like. To really squeeze all of the fun out of *JD*, exploration comes into play. In order to truly finish off each area, Jersey D. will need to spell the word, find the key, find and smash all of the green Nitro Boxes, release any hostages, acquire the K- Token by defeating the boss, and then commence to bustin' up the lab. The key, of course, is making a game replayable enough to warrant sticking around, and Behavior have succeeded in doing so. *JD* is a very cool character to control, and while the game does have some inherent problems such as z-buffering woes and the occasional claustrophobic camera squeeze, overall, the graphics and atmosphere are unique and captivating. *Jersey Devil* is not a perfect game (maybe the sequel will be) but in a genre I can't get enough of, it's a welcome addition.



- GREAT MOTIF WITH A ZANY CAST OF CHARACTERS
- LOTS TO DO IN EACH LEVEL
- CREATIVE LEVEL DESIGN - XLNT LIGHTING
- SOME COLLISION AND Z-BUFFERING WOES

REPUBLIC SAYS... OVERALL, JD IS A PLATFORMERS DELIGHT. IF YOUR ANAL ABOUT Z-BUFFERING AND PERFECT COLLISION, THOUGH, YOU MAY SPAZ A LITTLE. OTHERWISE GIVE IT A GO! IT'S GOOD FUN.

B-



One of the most delayed games in N64 history has finally shown its face in a reviewable form. Ocean's *Mission: Impossible* was originally planned for a release last fall and has seen its share of behind the scenes wrangling. But of course the real question is, was the delay worth it? Has the extra time resulted in a game that is thoroughly buttoned-up, polished, and looks as if it's been gone over with a fine-toothed comb? In a word, no.

Most noticeably, this is one unattractive game. Apart from the typical N64 graininess and blurred textures, *M:I* suffers from frequent frame rate drop and all kinds of screwed-up looking dithering. The whole affair just looks sloppy and unrefined, though in its favor, the engine is being asked to present a wide variety of environments, from sprawling outdoor levels to confined train interiors.

M:I's one positive note is its missions. You're given a wide range of tasks to perform, though admittedly in a very linear fashion. There are bombs to set, people to rescue, identities to assume, and information to recover. A particularly cool mission has you protecting Ethan through the point of view of a couple of snipers; another details the recovery of the NOC list spanning several missions, though in a manner all together different from the film. In fact, those expecting a re-creation of the events of the film will be disappointed, as only the vault and high-speed train levels resemble the movie in any way.



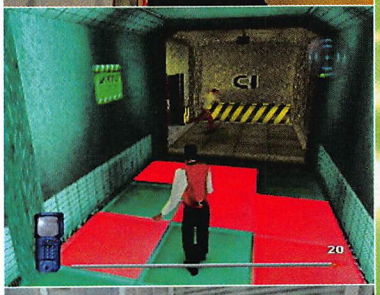
Unfortunately, the vital aspect of control leaves a bit to be desired. While the relatively slow nature of the game allows for the less than pinpoint character movement, control is decidedly sluggish and inspires little confidence. Considering that certain members of the development team worked on a couple of *Alone in the Dark* titles, this is none too surprising. You do get used to it, but it's not what you would expect from a game that's been delayed this long.

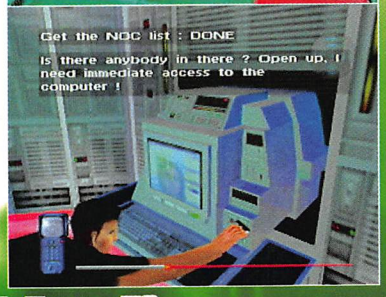


You would also expect a game that's had this type of extended gestation to at least feel complete, but I'm telling you, it feels unfinished. In our review copy, there was a moment where the game completely froze, and I got stuck inside a desk (great collision) and had to reset. There were even times in the sniper level when non-player characters would appear and disappear right before my very eyes. There's just no excuse for that. If it weren't for the fact that I actually found myself caught up in some of the cooler missions, this game would be a complete train wreck. ⁂





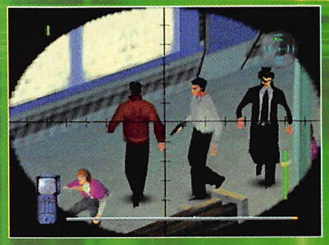


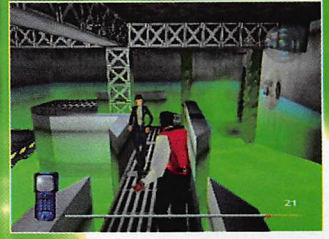


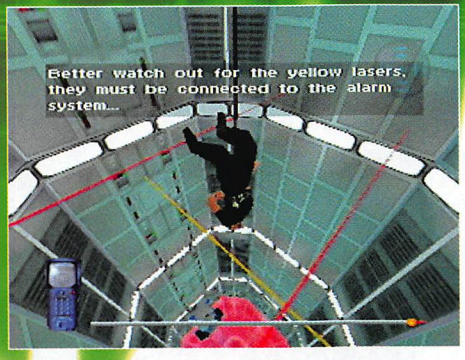
Ocean's long awaited M:I game finally arrives. Was it worth the wait?

mission: impossible

By Mike Hobbs







- GRAPHICS LEAVE A LOT TO BE DESIRED.
- CONTROL IS SLUGGISH THOUGH ADEQUATE.
- SOME MISSIONS ARE QUITE WELL DESIGNED.
- MUSIC BORDERS ON TERRIBLE.

REPUBLIC SAYS... There were times when I found myself enjoying M:I in spite of, well, everything. For such a lengthy delay, however, I expected far more. Barely recommendable.

C-







unreal

An eclectic visual broth that surprises & delights

but strict hardware requirements could make most users suffer

BY RAMALA







I first saw *Unreal* at the 1996 ECTS in London. At that point it had been in development for a year and was tentatively slated to ship first quarter '97. I remember being impressed by the demonstration and then balking at the fact that Epic were targeting low-end Pentiums as the minimum system spec. Who the hell had that kind of hardware?! Well, three years later, here we are. The game formally known as vaporware has finally shipped, and it's going to take a lot more than a low-end Pentium to get this baby running smoothly!

In *Unreal* you play the part of a convicted felon who is accidentally freed when the prison ship you are being transported on mysteriously crash lands on an uncharted alien planet. Your objectives are simple – locate a space craft and get the hell off this rock!

Lets begin with *Unreal's* biggest selling point – the graphics. Much has been made of *Unreal's* visuals, and with good reason – they are simply astounding. On the right system, *Unreal* looks like no other game on earth. Highly detailed textures, lush, intricate environments, amazing lighting (those coronas get me every time), ground breaking special effects and fantastical creatures that animate as good as they look create a dazzling display. The *Unreal* engine allows for HUGE open areas, similar to *Jedi Knight*, but without the detail compromise. If there is one area in which *Unreal* really lives up to its namesake, it's the graphics.

The sound effects are ok, especially the ambient environmental sounds, but I think the weapon noises are somewhat lacking. The music is generated in real time and keeps pace with the on-screen action. This is a nice touch, and is especially effective when used in conjunction with scripted events (e.g. when the music cuts out at a particularly tense moment).



However, the quality of the music does leave a lot to be desired, especially with the default sampling rate.

Gameplay is very much in the genre mold. There are a few welcome additions to the usual run and shoot formula, but we've seen most of them before. Proximity damage (Goldeneye), an item inventory (Hexen), optional readable stuff in the environments (Hexen 2), dodging (Turok), moveable objects (Hexen 2) and destructible scenery (Duke Nukem 3D). There are SOME new features - like the Nali revealing secrets and the inventive use of lighting - but they hardly constitute a break though. There is nothing here to that screams innovation. However, just because *Unreal* isn't doing anything new, doesn't mean it isn't doing it well. For a start, the enemy AI is excellent. The monsters will intelligently dodge your projectile attacks, run away from you when damaged and use alternative routes to hunt you down. It is not a HUGE advance from other 1st person shooters, but I was pleasantly surprised to see some little details like Brutes deliberately aiming for splash damage, or Skaarj acting differently depending on what weapon I was holding.

Speaking of weapons, the guns in *Unreal* are a mixed bag of nuts. Epic have obviously tried to steer away from the 1st person staple diet of shotguns and rocket launchers with variable results. The weapon models look the part, but when firing them they just don't FEEL lethal enough; probably a result of the weedy sound effects and low damage. However, the mechanics of the various guns are unique, and each has a secondary mode of fire (as seen in Lucasart's Outlaws). Not all secondary modes are practical, but it is a welcome gameplay addition nonetheless. Not surprisingly, perhaps the single greatest aspect of *Unreal* is the level design (they've had three years!). The *Unreal* engine has given the designers license to go where no first person shooter has gone before, and they've made the most of it. The mixture of organic, futuristic and medieval architecture makes for an eclectic visual broth that surprises and delights the player at every turn. The attention to detail is outstanding, and while the environments may not be as interactive as they are in *Duke Nukem 3D* or *Hexen 2*, they certainly look a lot better. With such a captivating, immersing single player experience, you would expect the multiplayer experience to be even better, right? Wrong. As I already mentioned, the weapons are a bit weedy, but that's not all. *Unreal's* on-line performance is extremely lacking. The out of the box game is unplayable on anything less than an ISDN connection. A patch is in the works to remedy this situation, but just how much it will accomplish is unknown. You do have the option to play against CPU controlled BOTS, but it's just not the same.

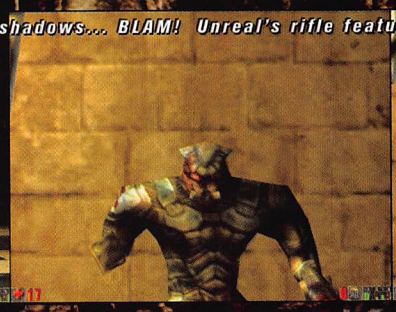
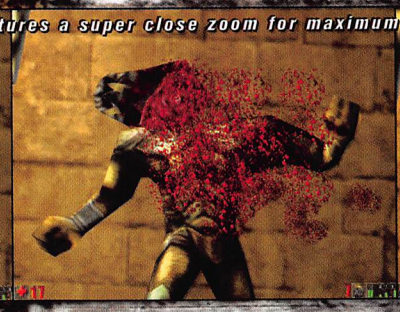
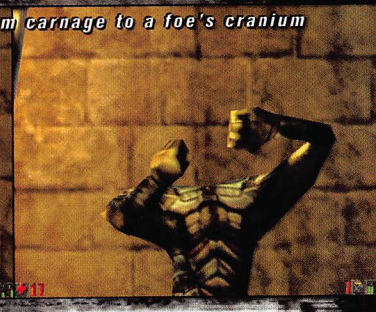
The internet requirements aren't the only unrealistic system specs either. Forget about what it says on the box. In order to enjoy *Unreal* as it was meant to be enjoyed, you need AT LEAST P2 with 64mb RAM, close to half a gig of hard drive space and a decent 3D accelerator. There is a comprehensive advanced options menu that allows you to deactivate some of the cooler graphical effects, but to be honest, the primary reason for playing *Unreal* IS the graphical effects. Turn these off and the game looses most of its appeal. I know progress is demanding of technology, but it shouldn't be THIS demanding. Overall, how much you enjoy *Unreal* is really going to depend on what kind of system you have. If you have the right rig, you will experience an engrossing single player quest with ground breaking visuals and questionable multiplayer capabilities. On the other hand, if your system isn't up to the task, you will experience a stutter-fest that will have you cursing Epic's name all the way back to the store for a refund. It's your call.






believe that [redacted] on planet earth was created by evolution

Psst...Over here... in the shadows... BLAM! Unreal's rifle features a super close zoom for maximum carnage to a foe's cranium



- SIMPLY THE BEST GRAPHICS OF ANY GAME TO DATE
- HUGE, INTRICATE ENVIRONMENTS ARE WELL DESIGNED
- VERY STEEP HARDWARE REQUIREMENTS
- INTERNET PLAY IS JUTTERY AND PROBLEMATIC

REPUBLIC SAYS... UNREAL REPRESENTS A MUCH-NEEDED LEAP IN GRAPHICS TECHNOLOGY AND PROVIDES A WONDERFULLY RICH EXPERIENCE. BUT YOU'D BETTER HAVE THE HARDWARE...

B+

vigilante 8

By Mike Griffin

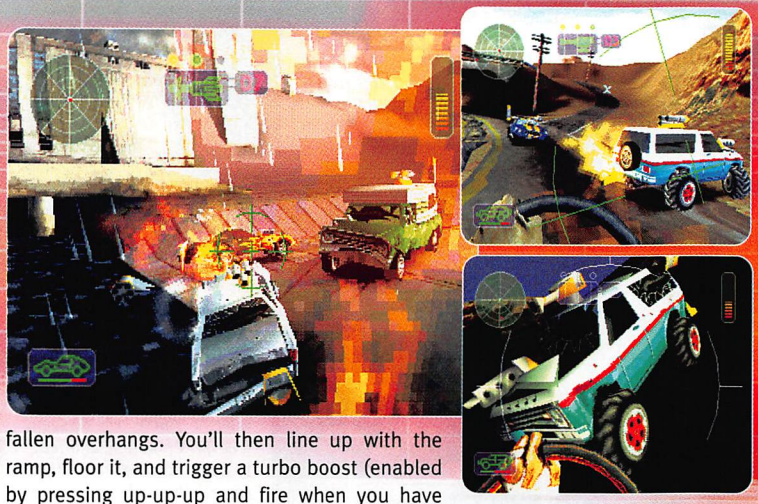
High-powered vehicular combat!

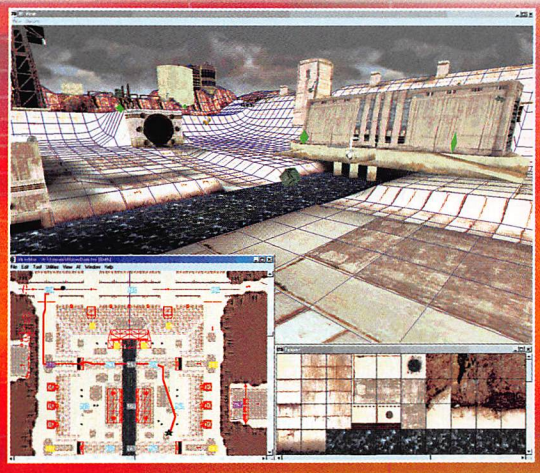
Featuring graphics and gameplay that outshine Twisted Metal 2!

Twisted Metal 2 is just begging to be dethroned. Its engine has not aged well, the play-mechanics have become dull and uninteresting, and its theme, in retrospect, is boring and two-dimensional. But wait! Fans of *TM2* have no reason to be up in arms right now. You see, I too enjoyed that top-selling title at its peak, because I'm a long-time fan of the genre and it was the only game of its ilk available on the PS for some time. Well, all that has changed now. Luxoflux and Activision have prepared an excellent challenger for *Twisted Metal 2*, and a welcome addition to the Vehicular Combat genre overall. *Vigilante 8* is a superior product with an incredibly robust graphics engine chock-full of pretty effects and frenetic action gameplay marred by few faults.

To begin with, *V8* offers an impressive, polished presentation throughout. The CG intro is crisp and high-quality, option screens are in blinky-bright high-res, and all menus and side bars are designed with the appealing *V8* theme in mind. The option features are extremely easy to navigate through, configuring such items as sound and music (via a cool 3D mixing board), difficulty, and control. There's also a useful Status option where you can check on your position in the Quest mode, via a tree-type diagram. As you conquer the game with each character, the tree is updated to mark your progress. Once all the slots are filled on the tree (a long night's task, at the most), you'll be rewarded with new tracks and other treats.

The Quest mode will more than likely be your first dedicated foray into *V8*. Here you'll get to grips with the controls, learn essential survival techniques by suffering under the bastard CPU's cruel attacks, and generally experience the depth of each level's design, physics, and secrets. I especially enjoy the planned set-ups in each level. In Casino City for example, the vast majority of valuable power-ups are located high atop the roofs of the buildings. To get at them, you must destroy gas stations nearby, creating a "ramp" out of

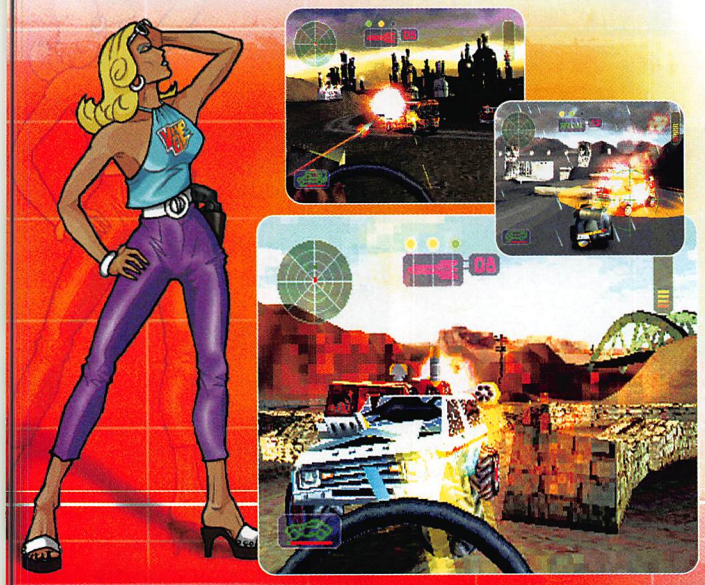




This is Luxoflux's custom V8 level editor, showcasing the Hoover Dam level. The large image shows the wire-frame overlay of collisions while the bottom left highlights (in red) the amazing amount of destructible objects. Nice.

fallen overhangs. You'll then line up with the ramp, floor it, and trigger a turbo boost (enabled by pressing up-up-up and fire when you have homers – your missile gets stuck in the launcher!) to soar through the skies, roof-bound. *V8* has loads of set-ups like the one I've just described, although Casino City, it must be said, requires slightly more skill than most!

Now let's talk balance, something these types of games live or die by. *V8* succeeds in almost all areas. The control, once understood, is spot-on. All the vehicles have unique handling characteristics, some slower, some faster, and some with better traction and/or raw power. The movement is based heavily on momentum, so speedy maneuvering is a result of patience and *constant* correction. The physics, unfortunately, are often too much. If you play the game hard, and by that I mean non-stop speed and risk-taking, your vehicle has a tendency to land at bizarre angles, sending the screen into convulsions of spins and rolls. You'll find ways out of this (turbos usually boost you back on track), but it shouldn't be necessary. Thankfully the physics are usually a very good thing, especially with levels as complex in design as these.

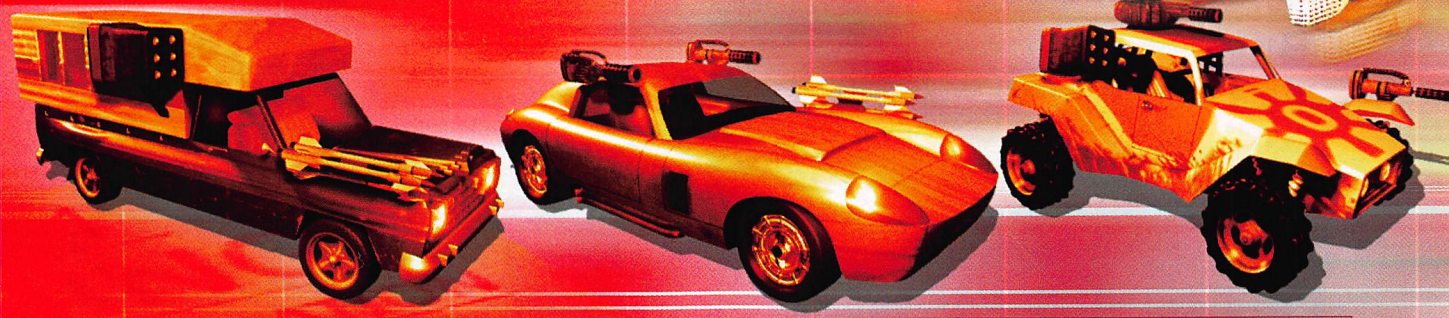


Damn! Almost forgot the two-player mode. The split can be vertical or horizontal, the engine holds together well, and the action is strategic and fast. There's also a two-player co-op mode where you and a buddy challenge three CPU opponents in a deathmatch-type scenario. If you've grown weary of single-player games in the Quest and Arcade modes, the two-player game is an excellent alternative.

A few final notes now. The music, apart from two good disco tunes and a cool symphonic track, is just crap. Activision, what's up? Fear not: you can stick your own CD in the machine, thanks to some foresight on the part of Luxoflux. Also, the voices are NOT funny and they're horribly acted. I have no other complaints. V8 is a great vehicular combat game that fans will love. The levels are fantastic, everything in sight can be destroyed, and there's plenty of skillful gameplay both alone or multiplayer.

p.s. I just beat it...man, that little Grey is so cool!





- FABULOUS 3D ENGINE AND GOOD LEVEL DESIGN
- SAVAGE GAMEPLAY, SATISFYING "WHAMMY" COMBOS
- PHYSICS MODEL IS AT TIMES FAR TOO INTENSE
- GREAT V.S. MODE OFFERS LOADS OF REPLAYABILITY

REPUBLIC SAYS... EXPECT INCREDIBLE PROGRAMMING FEATS OUT OF LUXOFLUX IN THE FUTURE. V8 OFFERS HEAVY-DUTY PHYSICS, MANIC ACTION, AND ENOUGH PERSONALITY TO STAY INTERESTING.

B+

AERO GAUGE

DEVELOPER/PUBLISHER: ASCII AVAILABLE: NOW





Slightly re-balanced since its debut in Japan, *Aero Gauge* is a decent attempt at futuristic racing on N64. Unlike *Wipeout's* close to the ground hover vehicles, you control the height of your craft greatly in *AG* as you rise to enter tunnels or dive to avoid horizontal obstructions, adding a bit of variety to the usual "left-right" style of most racing gameplay. The control over your craft is tight, if a bit dry. You're given a satisfying drifting turbo boost that takes some skill to use, but there is a slight lack of subtlety in the craft's movement and the control doesn't reward over time quite like *Wipeout* does. The vehicle models, however, look good and have cool little flaps and other moving parts on them adding a tech-y sort of realism. And while the tracks benefit from generally good design, the draw-in is severe and constantly pulls you out of the reality. Also on the negative tip are truly horrendous tunes – you're better off listening to the high tech whine of the ships. *Aero Gauge* ends up being a good attempt, partially let down by the hardware and ever so slightly tepid gameplay. >:-<

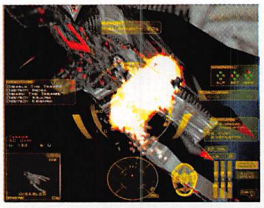
C+





DESCENT: FREESPACE

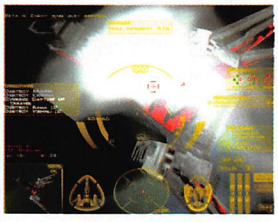
DEVELOPER: VOLITION PUBLISHER: INTERPLAY AVAILABLE: NOW



As the game's title admits, there is nothing confining about *Descent Freespace*. There are no boundaries, no walls, no narrow hallways or corridors - just a universe of wide-open, deep outerspace. But that is not what makes this game so special. It is ludicrous to think that I may someday fly some sort of starship through space, rendezvous with some sort of ally squadron, and then dogfight with a squadron of aliens in their own sort of starships. I'll never fire lock-on missiles and laser cannons at a behemoth battlecruiser's weapons systems with pinpoint accuracy or soar aside a huge Terran Carrier that is 2012 meters long compared to my 10 meters. I'd love to, but you know the drill. However, when I sit down in front of my PC and play a game of *Descent Freespace*, fantasy and reality seem to lose their differences. Although one cannot ignore that others have tried this before (*Wing commander, X-Wing, Colony Wars*) it is very apparent that *Freespace* does it with the most impressive results. Recommended.

PC CD ROM

A







ROAD RASH 3D

DEVELOPER/PUBLISHER: ELECTRONIC ARTS AVAILABLE: NOW

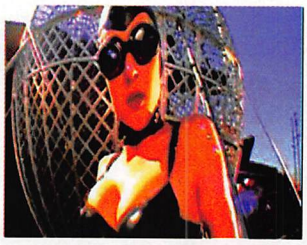


I've always loved a good game of *Road Rash*, from the legendary Genesis games to the much anticipated 3DO version, which I played until my fingers bled. *Road Rash 3D*, the first bona fide incarnation for the PlayStation (sshhh) takes everything that's good about Rashin' and hangs it in front of your face like meat for a Pitbull. The action is Dual Analog controlled, with a little flicker of the throttle resulting in the kind and smoothly animated wheelie; such a nice touch. The 3D engine just gives and gives and gives with horizons that you simply won't believe – I mean, you can see really far. If anyone complains about "pixely graphics," they should be run over because until you bail, they're not. The art style (always important in *Rash* games) has been adhered to as well, with rude dudes and nasty girls a-plenty. Nothing so nasty as the 3DO's pee-filled bowl, but close. This time around, when you choose a bike, you choose a lifestyle! Kaffe Boys ride plastic covered Japanese racers, TechGeists ride Sport bikes, Dewleys ride Hogs, and DeSades ride Rat Bikes. Careful who you run with; it does make a difference. Audibly, this time out EA again adheres to the formula, but unfortunately Soundgarden is no longer an up-and-coming band and Sugar frikkin' Ray (whom I do not dig) is. The rest of the chosen axe grinders are pretty good, although I would have preferred a more diverse mix of artists. I only wish that EA would have sent out preview copies of *RR-3D*. If we would have received it before it hit the stores (hint, hint), I could have done a meaty spread and showed you all of the wicked screen grabs I snapped off... There's always the Nintendo 64 version. Seeing the Dewleys on the N64 is going to be pretty good. They'll probably scare Mario into retirement. "Hey plumber boy, come 'ere en clean my pipes!"

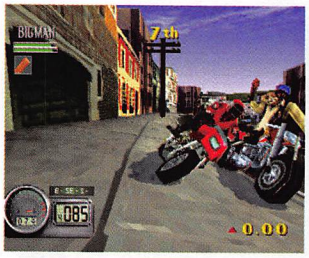
PlayStation

B















MONSTER TRUCK RALLY 2

DEVELOPER: TERMINAL REALITY PUBLISHER: MICROSOFT AVAILABLE: NOW



Big ol' trucks lumbering around a plethora of locations that would make Cousin Earl feel at home may not seem like the type of game you want for that new accelerator card, but trust me, *Monster Truck Madness 2* is a darn fine racing game. You don't have to be trailer park trash to play, just have the need for low speeds. Although the pace is slow, *Monster Truck* is a refreshing break from the norm, because it is heavily psychics-based and therefore very fun to negotiate. It's deep, too, with many locales and a diversity of vehicles. The controls (I used a Rage 3D pad) are quick to learn and easily assigned, although I found some of the cameras a bit overly zealous. In some of the views, you lose sight of your truck while the action continues, often leaving you in a ditch (or worse) by the time you cycle through. As you can see, the graphics are riddled with effects and overall are of the superb variety. There's generous lighting, realistic weather and both day and night races as well. Pretty darn good!



PC CD ROM

C+





SPEC OPS: Rangers Lead the Way

DEVELOPER: ZOMBIE PUBLISHER: RIPCORD AVAILABLE: NOW

Well, you certainly can't blame Zombie for not being thorough. Almost every aspect of *Spec Ops: Rangers Lead the Way* is somehow based on their actual military counterparts, from the weapons you fire to the missions you confront—everything is rooted in reality.

And it's these incredibly realistic elements that make *Spec Ops* such a blast to play; I love the fact nearly everything I'm doing could, or has, happened. Armed with little more than your basic weapons and the element of surprise, it's up to you and a single squad-mate to clear out some of the most dangerous hot spots in the world. You'll face a heavily guarded chemical plant in North Korea, a rescue mission in Afghanistan, and the recovering of some data from a fallen plane deep in Russian territory, just to name a few of your goals.

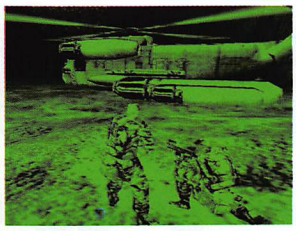
I had a few problems with *Spec Ops* that kept it from being an "A" title. Most notably, the numerous glitches (which might be solved by now in patch form) and the confusingly confined jungle level, which looked more like something out of *GoldenEye* rather than the expansive areas I had just witnessed before.



Overall, *Spec Ops* is recommended. It's a very fun and playable action title, something rare on PCs these days...

PC CD ROM

B





TOMBA

DEVELOPER: WHOOPIE-CAMP PUBLISHER: SCEA AVAILABLE: NOW



Capcom spin-off Whoopie-Camp have done what Capcom mistakenly have not and made a 2D game in the vein of *Ghouls and Ghosts*. Instead of Ghouls we get pigs, and instead of Sir Arthur we get Tomba, a boy who likes to hug, flip and pummel them! Here's what's to like: 2D game play in a 3D polygonal environment, collision detection that is as solid as if it were a hand-drawn sprite based game, multiple planes of action, lots of RPG elements mixed into the gameplay, some truly inspired effects, and (finally) some of that old 16-bit challenge. What's not to like? Well, the fact that it eventually has to end kind of sucks, but I'm really hopeful that we will see a sequel. I'm certainly not holding my breath for *Ghouls and Ghosts*. Insure that the species survives–buy *Tomba* today!



PlayStation

B+





TOTAL ANNIHILATION: The Core Contingency

DEVELOPER: CAVE DOG PUBLISHER: GT INTERACTIVE AVAILABLE: NOW



Released last year with little fanfare in an overcrowded market, *Total Annihilation* quickly gathered awards from gaming publications and strong support from fans, making it one of the most popular games of 1997. And now Cave Dog, in what could be called an expression of gratitude to their dedicated fans, have released the first official expansion pack—*TA: The Core Contingency*.

Rated as just an expansion pack, *The Core Contingency* is one of the best I've ever seen. Namely, it has so much new stuff, most companies would just throw in the original engine, and sell it as a stand-alone sequel. *Total Annihilation* fans can expect hundreds of new strategies to form with *CC*, as it introduces 75 new units, including an entirely new class of vehicle – the hovercraft. You can defend your base with the addition of walls and more powerful cannons, expand your control of the map with underwater bases, and blind your enemies' sight with new radar-jamming kbots. And then there's the Godzilla-inspired Krogoth...



As a *TA* fan, Cave Dog's latest release was a god-send. We found a slight balance problem with one of the new units, but aside from that, I couldn't have asked for anything more. If you have *TA*, you must buy *The Core Contingency*. If you're an RTS fan and have never tried out this incredible series, this is the perfect opportunity.



PC CD ROM

A-



GR sports

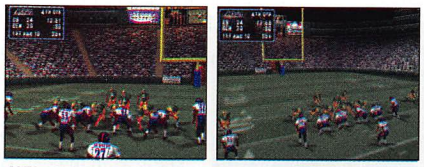
E3 preview

Sports games garnered quite a bit of attention at E3 this year. Many events and competitions at the show were specifically oriented around sports professionals. Sales for the PS and N64 prove that the market is ready for virtually any endorsed product to appear.Large companies are responding with mass quantities of titles spanning all levels of sports. EA and Sony offered-up their usual high-quality array of sequels, typically showcasing vastly enhanced engines and AI, while Acclaim continues to improve their Iguana programmed QB Club formula. Newbies Fox Inter-active and Psygnosis now offer a selection of solid titles, and THQ once again (for the last time?) delivers a couple of hard-hittin' WCW-licensed wrestling brawlers. Even Sierra has a good selection of PC sports titles in the works! Everyone is joining in. Next month we will attempt to locate a few high-quality shots of Dreamcast Soccer by Sega!

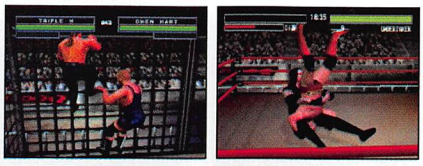


Acclaim

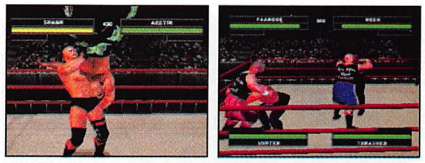
A sequel to a game that sells 900,000 copies seems like a no-brainer, hence *NFL Quarterback Club 99*, now coming for both N64 and PC. Making use of the hi-res All Star engine, the N64 version should be nothing if not beautiful. Also coming is *WWF Warzone* for PS and N64 featuring the most lifelike, authentic polygonal wrestlers yet created.



NFL QBC 99-N64



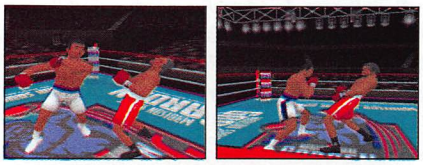
WWF Warzone-N64



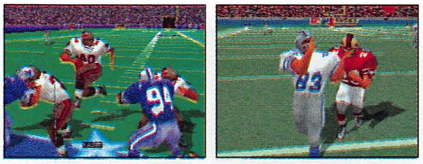
WWF Warzone-PSX

Electronic Arts

EA is in the rather unenviable position of attempting to hold on to its reputation as the premier multi-format developer of sports titles. Beginning with *Knockout Kings*, their ambition can clearly be seen with 38 famous boxers faithfully reproduced in 3D, spanning the likes of Muhammad Ali, Sonny Liston, Larry Holmes, and Ray Mancini. EA even hosted the much hyped Havoc in Hotlanta at E3 with in game stars Sugar Ray Leonard and Oscar De La Hoya. Next up is *Tiger Woods 99* for PC and PlayStation, starring the biggest golf star ever. With Tiger's input, the game looks set to capture a whole new generation of fans. *NCAA Football 99* revitalizes the interactive college football scene with an all new high resolution 3D engine. EA even tackles Nascar with *Nascar 99*, featuring 31 actual drivers and their cars and a TV-style commentary by Benny Parsons and Bob Jenkins. *NHL 99* brings even more body checks and motion captured animations. With *World Cup 98*, they present in commemoration of France 98 their strongest offering in the series since the 3DO version and *FIFA 96*. Finally, their bread and butter series, *Madden*, gets a shiny 99 and a user friendly one button interface.



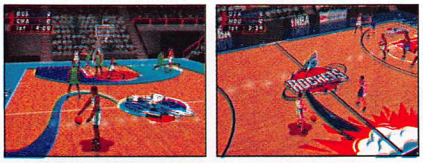
Knockout Kings



Madden NFL 99



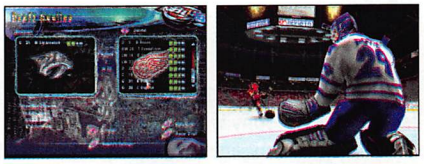
NASCAR 99



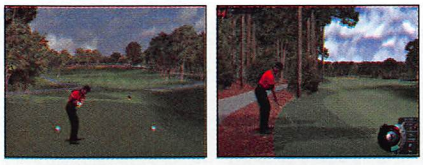
NBA Live 99



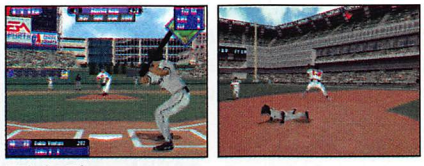
NCAA Football



NHL 99



Tiger Woods 99



Triple Play 99



World Cup 98

Fox Interactive

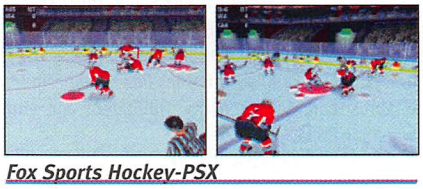
Fox is looking to become a major league player in the lucrative sports market with a slew of releases set to take their corporate mindshare to an all new high. They're covering all the bases with entries in golf, soccer, tennis, hockey, and college basketball. Their *Fox Sports College Hoops 99* claims to have the most realistic computer AI available, with specific team styles and logos and an extensive replay system. *FS Hockey 99* attempts to replicate an actual Fox broadcast with their award winning TV graphics and the Trax Glow Puck along with highly detailed rendered arenas.



Fox Sports College Hoops 99-N64



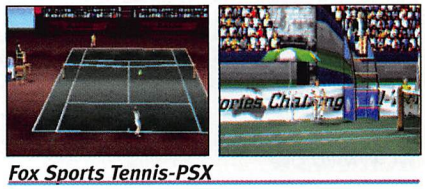
Fox Sports Golf



Fox Sports Hockey-PSX



Fox Sports Soccer



Fox Sports Tennis-PSX

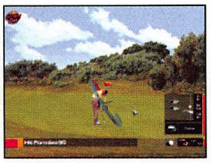
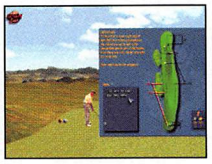
Psygnosis

Three new sports titles from Psygnosis were on display at E3. Firstly, *Adidas Power Soccer 98* made a timely appearance to coincide with the fever-pitch World Cup in France. Employing impressive stop-motion techniques, variable realistic weather and pitch conditions, and a massive 10,000 player database, this looks set to follow in the success of the first Power Soccer game. Also on view was *PFA Soccer Manager*, featuring all the new 98 teams and some really good player management. We recommend that all fans proceed to the stadium and don their brown sheep-skin coats and start coaching those stars of the future. *Pro 18 World Tour Golf* promises to be one of the most realistic golf simulations ever seen, so keep watching this space.



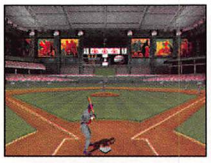
Adidas Power Soccer 98


PFA Soccer Manager



Pro 18 World Tour Golf

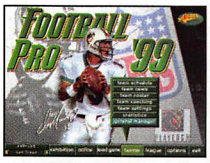
Sierra

Sierra is looking to get back into the sports gaming scene in a big way with their '98 product line up. Heading up the list is *Baseball Pro 99*, a title Sierra hopes to be the most realistic PC baseball game ever created. The rest of their sports line-up looks to be equally as ambitious with similarly grandiose plans for *Basketball Pro 99*, *Football Pro 99*, and *Golf Pro 99*. Also, an update of their *Ultimate Soccer Manager* is in the works, as is *Nascar Racing* which will be getting a 50th Anniversary edition. *Grand Prix Legends*, *Trophy Bass 2* and *Fantasy Sports Pro* are also on the way.

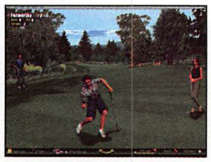


Baseball 99


Basketball 99



Football 99


Golf 99



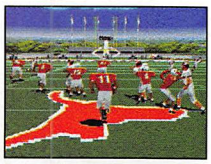
Grand Prix Legends

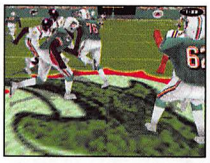

NASCAR Racing 2


Trophy Bass 2 Deluxe

Sony

The *GameDay* reputation is golden, and Sony was not about to tarnish it by allowing anything less than perfection into the hands of gamers on the show floor. Shown behind closed doors on a on video, the game was not quite ready for open play, leaving us even more curious as to what Sony is planning to reveal in the final version. Looking better than ever, everything has been remodeled giving the players an even smoother, faster, and more detailed look, and the stadiums are even more convincing. The new engine Sony is touting could potentially compromise the unparalleled playability of the *GameDay* series, but we all know the reason the game is still being kept under wraps is to make sure the competition doesn't see its death coming right away. If you want proof that the *GameDay* team still knows what they're doing, take a look at *NFL Extreme*, an arcade oriented, five-on-five lesson in brutality—and incredible fun. *GameBreaker '99* is yet another football title in Sony's lineup, also improved upon by utilizing new 3D player and stadium models. While all of Sony's sports titles are being tweaked, *NBA ShootOut '99* and *NHL FaceOff '99* would benefit the most if substantial changes were made over its predecessors; both are too early to judge.


NCAA GameBreaker 99



NFL Gameday 99-PC/PSX


NHL Faceoff 99

THQ

THQ continues to operate its money printing machine with the two new wrestling titles. *WCW/NOW Live* for PS features over 16 WCW and NOW superstars along with a selection of Japanese grapplers. A create-a-wrestler mode allows players to select hair color, tattoos, height and other physical attributes along with individual moves and rants. There's even a 4 player 60 fps mode and tons of hidden wrestlers. *WCW/NOW Revenge* for N64 is the sequel to the huge selling *WCW vs Now: World Tour*. Boasting a high capacity 128 MB cartridge and a greater selection of wrestlers, it truly captures the thrill of the "sport". *Revenge* also features a wide variety of hidden weapons including trashcans, pipes, chairs and tables. Finally, Rumble Pak compatibility ensures complete sensory fulfillment for your wrestling dollar.



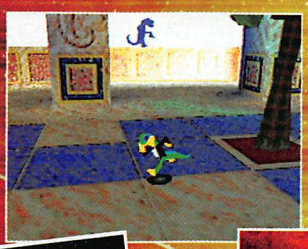
WCW/NWO Live

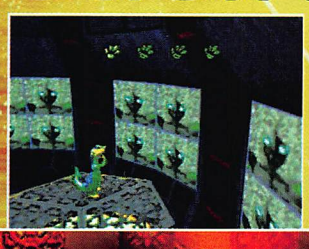


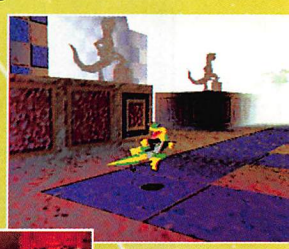

Who's the Lizard with all the action?

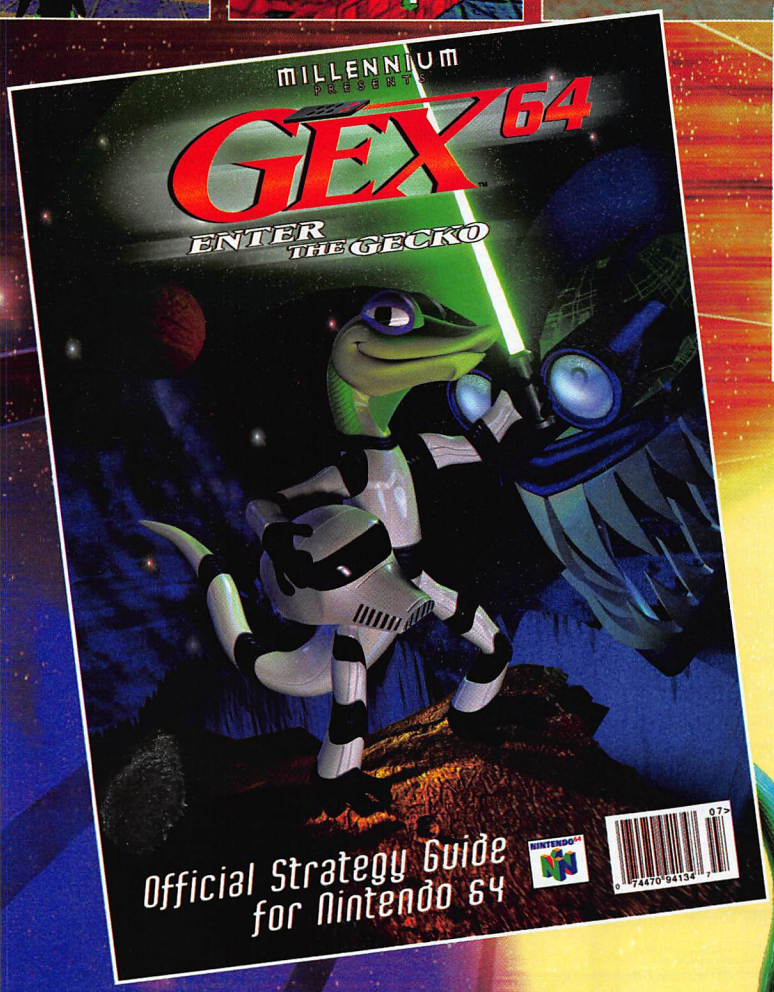


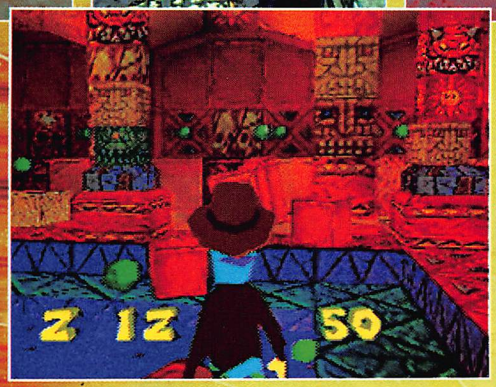














Chronicle Gex's quest into the Media Dimension with the Only Official Strategy Guide for Gex 64!

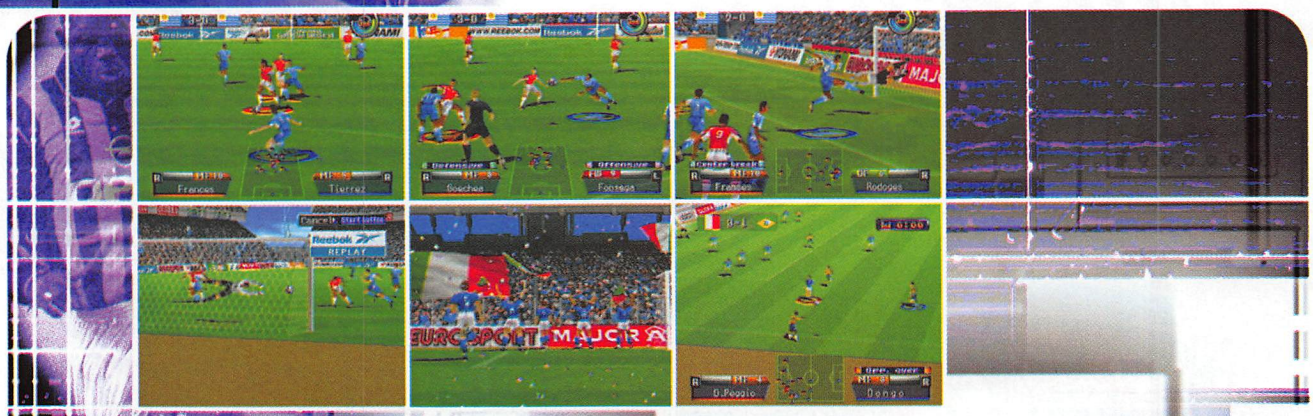
Available August 1998 for $11.99
Pre-order Now for only $9.99!

to order, call: 1.800.691.7886

MILLENNIUM
PUBLICATIONS INC

soccer

• *developer* **konami** • *publisher* **konami** • *available* **summer**



"Imbuing the players with more than 17,000 animations, Konami's motion-capturing skills are the pinnacle of sports programming..."

By Brady Fiechter

iss soccer '98

When International Superstar Soccer first debuted at last year's Electronic Entertainment Expo, many gamers were taken back by the sheer brilliance of the title – mere seconds into the game, it was explicitly clear Konami had created a consummate soccer simulation. Even Mr. Miyamoto himself commented on the exceptional quality the title exhibited. A magnificent sports game in countless ways, *International Superstar Soccer* remains to this day even more than the apex of soccer simulations: it's arguably one of the finest sports titles to come along in some time.

Maybe I love the game a bit too much and am blind to its faults. If there are faults to be found, they are overly subjective: the goalies are like a brick wall, denying nearly every shot; analog control is just a bit awkward, requiring a certain amount of patience to utilize properly; the strategies focus too much on the arcade side of play. Let's call these perceivable problems nothing more than design choices used to enhance and separate the game from the competition – choices that have all made their way into the sequel, *International Superstar Soccer '98*.

While the formidable learning curve of the original is still present, cranked up to a delicious maximum – there is a wellspring of techniques to master - the AI in *ISS '98* is a bit more forgiving. Or at least it seems to be, as the game has been enhanced for even better playability. Control is actually improved, and the defending, passing, and scoring are even more intuitive. Players are now faster, larger, and can be viewed through an increased number of camera angles.

Imbuing the players with more than 17,000 animations, Konami's motion-capturing skills are the pinnacle of sports programming, allowing us to command the athletes on the field in a cornucopia of entertaining situations – getting caught up in a furious exchange near the net is an awesome adrenaline rush, only one of the many moments that defines the unequaled quality of the game. Not bad for a game still in progress.



• developer **sony** • publisher **sony** • available **july**

nfl xtreme

Transfer interrupted!

HITS LIKE A TRUCK

By Mike Griffin

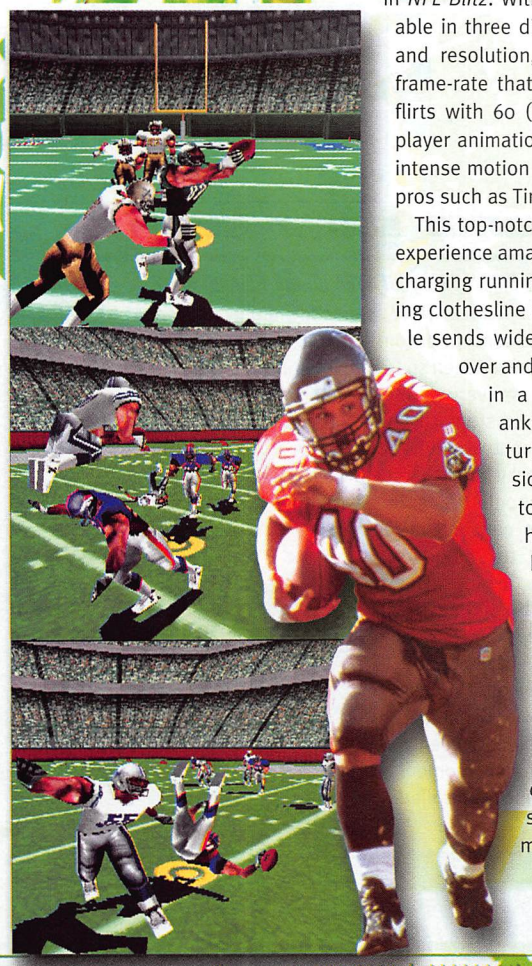


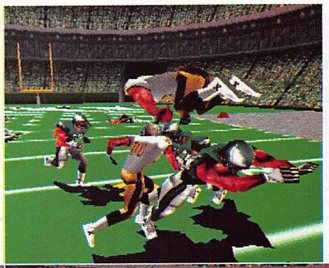
Take an NFL team and player license, throw in a gameplay style that's closer to arena football than pro, add senseless brutality, and you have Sony's *NFL Xtreme*. Midway will arrive later this summer with *NFL Blitz*, a considerably toned-down version of its arcade brethren, but for now, sports (or action) gamers everywhere can enjoy the Gameday development team's latest powerhouse title. *NFL Xtreme* is an extremely fast-moving, tight-playing alternative to straight-laced football, accessible to all.

As mentioned, every NFL team is selectable, each with a squad of five hard-hittin' NFL offensive and defensive pros. The fields may be simplistic, but each of the 30 NFL stadiums is fully represented, a detail that was woefully ignored in *NFL Blitz*. With huge 400+ polygon players (available in three different sizes) and excellent textures and resolution, the game still coasts along at a frame-rate that never skips a 30 fps beat. It even flirts with 60 (ahh!) every now and then. And the player animation is incredibly realistic, the result of intense motion capture sessions with hard-core NFL pros such as Tim Brown and Jerome Bettis.

This top-notch animation flows into the gameplay experience amazingly well. Defensive backs flail into charging running backs, arms spread wide, a crushing clothesline in wait. A brick-walled shoulder tackle sends wide receivers spiraling through the air, over and over, before they land spread-eagled in a defeated heap. Clasp at passing ankles to violently slam players into the turf head first, or haul ass along the sidelines using lightning-fast sidesteps to avoid straight on charges. Then we have the aftermath hits. Say you've been hit by an unfortunate glancing blow, mere inches from a first down on a fourth and one. The whistle's blown, the ball is down, the play is dead, but you're not ready to let it go so easily. Get to your feet, find the defensive player who denied you, and charge into him with malicious vengeance. The announcers scream in protest, a second player might disagree using words best spoken in your home (ahem), but who cares? Revenge comes quickly, and the offending party goes down hard! You can't help but enjoy a satisfying rush, some sort of bizarre compensatory buzz, even if you're the low man on the scoreboard. Oh, and don't worry about executing all these plays; your efforts are complimented by flawless, intuitive control.

NFL Xtreme has very few faults. A wider selection of "hard" moves would've been cool, but the NFL, I suppose, has an image to maintain. Regardless, Sony has delivered precisely what they intended: balls-out arcade NFL excitement, thrilling gameplay, perfect multiplayer action.









NFL Xtreme offers both create player and team building features. Select from a plethora of player characteristics, or cram your own personalized team with a collection of top pros.

- BIG COLLISIONS, COOL MOTION-CAP, GOOD CONTROL
- XTREMELY FAST PLAY SELECTION
- HYBRID GAMEDAY ENGINE PROVIDES SUPERB GRAPHICS
- NEEDS A GREATER VARIETY OF POWER MOVES

REPUBLIC SAYS... UNTIL MIDWAY'S TRANSLATION OF BLITZ ARRIVES, NFL XTREME IS THE FINEST OPTION FOR ARCADE-STYLE, NO-RULES FOOTBALL. CALL YOUR BUDS AND BRING OUT THE MULTI-TAP.

B

WELCOME TO THE WORLD REPUBLIC!

Exclusive shots of Castlevania 64 arrive just in time. Feast your eyes on the Konami glory...

Japan: video game mecca of the world. The place from which the lion's share of information originates and where gaming is woven into the very fabric of society. Years like this one tend to run in cycles.

Once again the balance of power is about to shift as Sega, still a major player in the Japanese market, prepares to spread their wings. In Japan, the Saturn never wavered. It has been a successful and viable platform for four years and counting. The announcement of Dreamcast has come at the right time. Soon the industry will start to bustle again as Nintendo and Sony answer the call. These are good times, for us as publishers, and for you as potential customers.

In a completely unrelated story, between July 2 and August 31, All Nippon Airlines will decorate two of their jets scheduled for domestic flights inside and out with *Poke'mon* starring Pikachu. Cups, seat covers, and even the in flight movie - all Poke'mon...

I love Japan.

NOTABLE RELEASE DATES

Here's a list of games from which to choose your next batch of imports. If it's not on the list chances are it's either Pachinko, Horse racing, or worse...

PLAYSTATION

JULY 2nd
Sol Divide *Atlus*
Twilight Syndrome *Human*
JULY 9th
Poy Poy 2 *Konami*
Fire Panic *Sony*
B.L.U.E. *Hudson*
JULY 16th
Brave Fencer *Square*
Hanabi *Maho*
JULY 23rd
Powerful Pro Baseball *Konami*
Silhouette Mirage *Treasure*
Over Blood 2 *River Hill Soft*
JULY 30th
Star Ocean Second Story *Enix*
Hello Charley *Enix*
Breeding Stud *Konami*
Hard Boiled *Jack*

SOMETIME IN JULY
Justice School *Capcom*

SATURN

JULY 2nd
Sol Divide *Atlus*
Sega Ages: Galaxy Force II *Sega*
JULY 9th
Pocket Fighter *Capcom*
Code R *Quintet*
JULY 16th
Deep Fear *Sega*
JULY 23rd
Magic Story *Compile*
Lunar 2 *ESP*
Radiant Silvergun *Treasure*

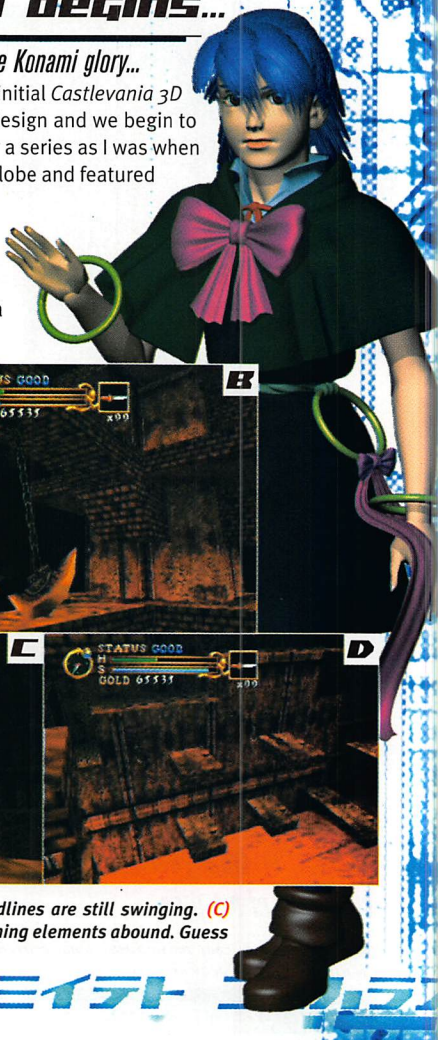
NINTENDO 64

Star Soldier *Hudson*
F-Zero X *Nintendo*
Olympic Hockey Nagano '98 *Konami*
Choro Q 64 *Takara*
Super Robot Spirits *Banpresto*
Rakuga kids *Konami*
Super Be-Daman *Hudson*
SOMETIME IN JULY
64 Tramp Collection *Bottom up/O*

A new Castlevania saga begins...

Exclusive shots of Castlevania 64 arrive just in time. Feast your eyes on the Konami glory...

Those distant memories of the chunky *Tomb Raider* hybrid seen in the initial *Castlevania 3D* conceptual video are beginning to fade as concept becomes actual design and we begin to see a game of *Castlevania* taking shape. I've never been so frightened for a series as I was when I first saw the video in question. Smeared across every web sight on the globe and featured in stacks of game mags world-wide, it evoked stomach tremors. I just couldn't accept that any descendant of Belmont would be reduced to walking into room after room confronting blocky beasts in one-on-one combat, swinging clumsily over pits and confronting singular characters in small, cramped environments. There has not, and never can be, a mediocre *Castlevania* - the series is just to legendary. Each epic *Castlevania* saga has summoned euphoric feelings (set fourth and maintained for over 10 years) by setting the mood through some of the most renowned music in gaming history. For its time, even the NES music brought about nocturnal despair and gothic overtones. It will be a difficult task audibly for *CV64* following *SotN*, and visually for Schneider, Cornell, Kola, and Carrie, following the awesome presence of Alucard. Honestly, I seriously doubt any singular moment in the near future will match that of the first time I controlled Alucard. But you never know.

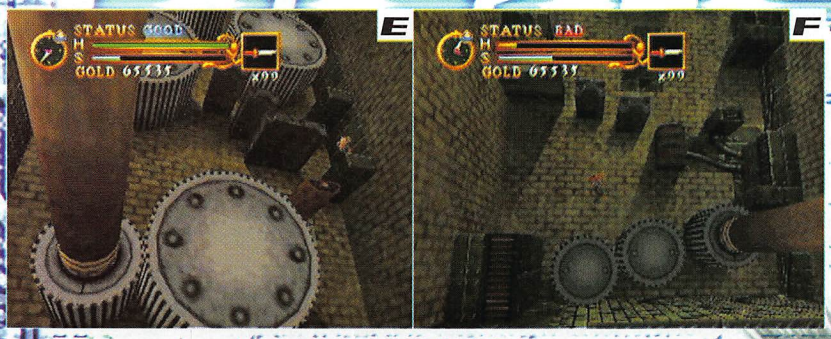






(A) Schneider climbs the familiar stairs that have opened every Castlevania saga.

(B) The swinging blades from Bloodlines are still swinging. (C) Free-roaming gameplay. (D) Platforming elements abound. Guess what jumps out of the fire?



(E) A welcome sight to any vampire slayer, clock towers have graced nearly every Castlevania adventure. (F) After the camera zooms in, the gameplay takes on two-dimensional characteristics.

Delving into the actual screens that we've obtained this month, we finally catch a glimpse of some familiar real estate: The clock tower where players will leap among familiar rotating gears, and the "execution" tower with its swinging blades. Where these exist, surely so do flying medusa heads and other *Castlevania* creepers.

You can play *CV64* as one of four selectable characters, each with different attributes: Schneider Belmont will be the most balanced; Cornell Reinhart fights hand to hand (what, no whip? pass), but he may transform into a wolf; Carrie Eastfield is a haunting 12 year old mage (potential), and Kola is a Lurch-sized maniac with a chainsaw (a chainsaw?). I suppose the chainsaw would depict that *CV64* takes



• developer **konami** • publisher **konami** • available **early '99**

CASTLEVANIA 64

place in somewhat modern times. (You know, those vampires are immortal.) Each character has a unique ending, and once selected, you're bonded from beginning to end (meaning everyone will play this game four times). Like in *Castlevania 3*, time will pass realistically in the game. During the day, weakened vampires will lurk in the shadows (one way of killing them is by forcing them into the light) and travel will be relatively easy, while at night they will be at full blood-sucking strength, and if you should be so drained, you may actually become a vampire yourself! At night, vision will become blurred and hordes of vampires will appear, forcing you to alter your strategy depending on the time of day. Konami reports that you'll need to collect items and information to continue on your quest as well. *Cv64* is beginning to sound more and more like *Cv3*. We'll have constant updates as they become available. In the meantime, get yourself down to EB and grab a copy of the new Saturn version of *Symphony of the Night*; they're importing it while supplies last!



(G&H) Konami are sparing no expense when it comes to effects. The CV 64 team intend on maxing out the Nintendo 64's capabilities. (I) Schneider cracks his whip on a small haunting child (J) Schneider ponders; how can flowers exist in such a dank place as this?! (K) Life before Breath Assure(L) A powered-up whip produces a flaming burst.

INTERVIEW

Gamings Treasure

An Interview with company President Mr Meagawa about Treasure past, present & future.

Ever since breaking away from Konami in 1993, where they produced such legendary 16-bit titles as *AxeLay* and *Castlevania IV* for the SNES, and *Contra Hard Corps* and *TMNT: The Hyperstone Heist* for the Genesis, Treasure have produced the finest 2D platform games on the planet. The team broke away in search of creative freedom - Konami wanted sequels (all of the above games sold big), but the team wanted to evolve and create new gameplay experiences. Treasures first solo effort, *Gunstar Heroes* for the Genesis, launched the company to elite status. *Gunstar* stands alone as the best action game ever produced for the system by a wide margin (only Dynamite Headdy even comes near it). Any action or platform gamer worth his salt recognizes Treasure as one of the finest development houses in the world. They have produced ten games to date, all of which are considered "A" titles by most: *Gunstar Heroes*, *Dynamite Headdy*, *Yu-Yu-Hakusho*, *Light Crusader*, *Alien Soldier*, and *Treasure Land* for the Mega Drive (Genesis); *Guardian Heroes*, *Silhouette Mirage*, and now *Radiant Silvergun* for the Saturn; and *Yuke-Yuke Troublemakers* (*Mischief Makers*) for the Nintendo 64. They are my favorite developers, as they always manage to push the envelope in the areas of character design, play mechanics, and the melding of action and sound. We had the privilege of dropping into their new Tokyo offices recently for an interview with company president and lead programmer, Mr Meagawa.



TREASURE PRESIDENT REVEALS ALL!!

Mr Meagawa stands proudly next to his companies software line-up including both Japanese and American versions of Treasure classics.

Being a long time Treasure fan, I'd like to begin by asking you about your obvious avoidance of sequels. *Dynamite Headdy*, *Gunstar Heroes*, *Yu-Yu-Hakusho*, *Guardian Heroes*, and *Yuke-Yuke Troublemakers* were all remarkable games, but I'm concerned I'll never see them again. I know *Yuke-Yuke* sold very well in the US, and while *Headdy* and *Gunstar* may not have been as successful, this seems due to Sega of America not marketing them properly. Will we ever see a sequel from Treasure?

Each game that Treasure develops... When all the developing is done, it is considered a complete piece of work. We want to keep creating something new rather than developing sequels. However, we know that many users want us to bring back our games from the past. They have been requesting us to do so. If our developing team thinks that they can create a better



SILVERGUN ON SATURN!

Treasure's amazing new ST-V arcade shooter is Saturn bound.

(A) Soaring above the clouds. (B) Trademark Treasure explosions taken to the extreme. (C) Lay waste on earth -bound enemies. (D) You will need superior skills when not powered up for heavy battles (E) An astonishing back ground effect - one of many. (F & G) Pattern central. The weak need not apply.

Artwork and images ©TREASURE 1998

one than the one previously released, then there is a possibility that we may develop a sequel.

I was surprised (but very happy) to see Treasure develop an N64 game, and now *Silhouette Mirage* is coming out on PlayStation. Will you continue to develop on multiple platforms or will you work exclusively with Sega now that their 64-bit hardware has become a reality.

Basically, we don't intend to develop games for any platform in particular. We are platform-free. We will develop games for any viable platform.

You've certainly been exposed to Sega's new project for some time, but what game are you working on? Since I'm pretty sure your answer will be that you cannot comment, can you at least assure us that development is underway and give us an idea of when we might see your first game?

Sorry, I cannot comment on anything regarding Dreamcast at this time.

I understand. I guess we'll just have to use our imaginations. How many teams are working within Treasure, and what are their current projects?

It really depends on the project. Usually about 30 people work on a team and there are three teams within the company.

Do the designers, programmers, musicians, and artists all work together from the beginning of development, or are certain elements added at certain times?

All of them work together from the beginning to the end.

Who decides what direction the company takes and which games you are going to develop? Is this done by committee, or does one individual make key decisions?

I sometimes make decisions regarding a game's development and on which platform it will appear, but basically each team's director comes up with an idea and then has it approved by me. From there, development starts.

Treasure games are always technically superior to the competition, and always rich with ingenious gameplay and astounding visuals. However, this is not conveyed properly by American companies that bring out your titles here. Have you ever thought of striking a deal with a company that would be more appreciative and market your games (and you) better?

Rather than being localized improperly, I wanted to bring games that were created in Japan directly to the U.S. market with no changes. However, I think that I might have to think about this more in the future.

Amen to that. Now that the popularity of fighting games is winding down, what do you think will be that next big evolution in gaming, taking into account the power of the new Sega hardware and Nintendo's future capabilities.

I don't know. I can't tell you what the future will bring, but I will say that I don't think that gaming should be genre oriented.

Do you think that 3D gaming will completely take over, and that 2D will disappear?

I think 3D games are already the mainstream, but I believe 2D games will remain viable in the market.

Do you think that 32-bit was too short lived?

I think so, but this cannot be helped.

Will Treasure continue their 2D legacy on 64-bit and beyond, or will you eventually adhere to the predictable 3D genre?

I don't believe that it is a question of 2D vs. 3D. I will always select the most suitable format depending on the game we are designing.

Continued on next page



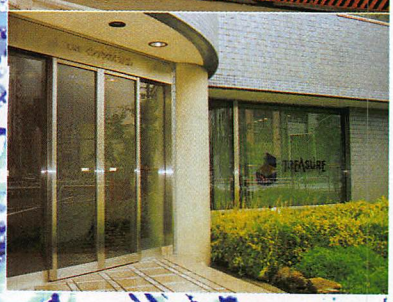


SILHOUETTE ON SONY

Saturn classic Silhouette Mirage makes its PlayStation debut shortly...

(A) Whenever Sil gets in a fix, she reaches into her bag of tricks. (B) One of the most memorable battles in recent 2D history. The combination of action and music is inspiring to say the least. (C) A crazy game within the game. (D & E) Treasure surrounds their Saturn games with high quality, traditionally animated cinemas.





TREASURE OFFICES LOCATED!!
Tucked away in a Tokyo district lies an inconspicuous building that houses the creative force known as Treasure.

Certainly great to here you say so. So, are you ready for Dreamcast development!?
Sorry, I cannot answer that.
Sorry, I had to try. What do you think of the Nintendo 64, both from a technical standpoint and its failure in Japan versus huge success in the US?
Simply, I think it's an issue of the quality and quantity of software available.

About Mischief Makers

***Mischief Makers* is considered to be the 2D game to beat on the Nintendo 64 here in the US. What team did *Yuke Yuke*?**
The director was Nami; he did all the planning and engaged in programming. I was the main programmer for the game.
What have Nami and team done before, and what are they working on now?
Nami did *Gunstar Heroes*, *Mischief Makers*, and *Alien Soldier*. *Alien Soldier* was and is a great game, but unfortunately we could not find anybody who could promote and release the game properly in the US. Currently, he is working on *Radiant Silvergun*.
How did you manage to squeeze so much gameplay and special effects into *Mischief Makers* and still manage excellent music on cartridge?
We didn't do anything special, just crafty compression. One thing, though. By using rotation, filters, and alpha blending, we tried to make the game's few effects look as though they were a lot more. The most challenging aspect of development was to set up a system for N64 development, and the overall shape of the game. We spent a lot of time on trial and error.
Do you feel that Nintendo did a good job with the translation and marketing?
I think they did a great job. In the future, if we get the chance, we would like to do something with Nintendo.

About Dynamite Headdy

I think *Dynamite Headdy* was and is a brilliant concept, and one of the coolest characters ever. Have you ever thought of making *Headdy* in 3D? In fact, the box art in Japan depicted such a scene. Is this simply not possible with current technology, or are you done with *Headdy* forever?
I don't think it would be difficult, but I don't have any plans for *Headdy* in the future.
Are the creators of *Dynamite Headdy* still at Treasure? What are they working on now?
I did the main programming for the game, and the director was Kimura. He is currently working on *Silhouette Mirage*.

About Gunstar Heroes

Are you aware of how legendary *Gunstar Heroes* became among avid game players in the US?
The sales of the game were good, so I always assumed that the game was popular among enthusiast users. But no one has ever confirmed that; I haven't seen it with my own eyes. I guess I didn't realize how popular the game was.
It set a benchmark on the Genesis that was never matched; I myself play it often still, as do many of my friends. You know, a sequel would do huge business in the right hands. Is there any hope?
For the time being, I don't have any plans for *Gunstar 2*, but I will think it over in the future.
That's all we ask. Thank you so much for your time and for making some of the greatest games ever.
You are very welcome, and thank you.

TREASURE LIBRARY REVEALED

Below are some of Treasures' finest moments, available now from all good software emporiums.
(A) Sil breaks up dinner and tosses some spice into the wok in Silhouette Mirage. (B) Alien Soldier: a series of epic boss battles that will test your skills like no other game in history. (C) One of the best Saturn games of all time: Guardian Heroes. (D) 2D like it's never been done before. An epic battle between Marina and a combination of mechanized fury, in Mischief Makers. (E) The legendary Gunstar Heroes. (F) You've got a secret bonus point! Dynamite Headdy. (G) Treasure Land, the greatest food-based import game of all time. (H) 4-player, 16-bit fighting euphoria from the popular anime, Yu Yu Hakusho



Artwork and Images ©Treasure 1998



(A) Strange animals and folk populate the dungeons and give important clues to aid your quest. (B&C) With superior animation, the monsters are much more detailed than in previous From Software games.

THE RETURN OF KING'S FIELD?

Not likely! From Software unleash their latest RPG with an all-new story and graphics engine!

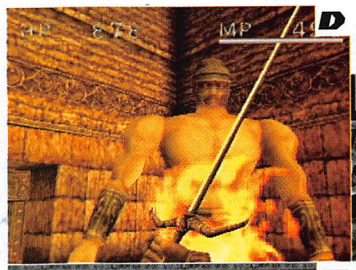
The engine was a bit lethargic, the story was rather irksome, and the characters were without a face, but From Software's *King's Field* series still managed to immerse many of us in a highly memorable role-playing experience. And although their upcoming title, *Shadow Tower*, is not a next chapter in the series, it certainly looks like one, and the tale it tells will likely appeal to its many fans.

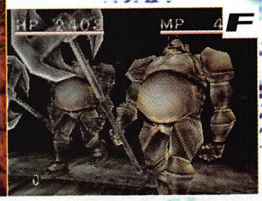
There is a long and inscrutable history behind the Shadow Tower. Many years ago, a once flourishing kingdom named Eclipse stood where the tower is now erected, but without warning, a baneful force sucked the walled city into oblivion, leaving nothing but a gaping hole in its wake. Those who survived the ordeal rebuilt the city and erected a tower over the hole in hopes of squelching the mysterious wails of anguish that emanated from within it. But unbeknownst to them, what they built was a bedeviled prison for the lost souls of those who disappeared. Players assume the role of an adventurer who must scour the mysterious Shadow Tower of its demonic sentinels and free the lost souls that they hold captive.

From the early shots we have seen, *Shadow Tower's* visual appeal seems to have matured since the King's Field series, which gives us plenty of reason to be intrigued by its potential. The textures seem much more detailed and the character and enemy designs appear to be quite intricate. Hopefully, the smooth animation will be intact as well.

Where *Shadow Tower* will surely depart from the King's Field formula is in its "Creature Battle" mode. As you defeat the tower's inhabitants, you can save them onto your memory card and use them to fight against a friend in an arena-based fighting game. This addition is obviously an attempt to prolong the game's life span and to appeal to a larger audience, but until we see it in action, we are not sure how much value this mode will add. Even so, this title looks to be one to get excited about.

(D) The familiar sword slashing action from King's Field should keep From fans happy. (E) A comprehensive menu system enables you to keep check of all your currently equipped items at a glance. (F) Creatures attack in large numbers, far more than in King's Field.



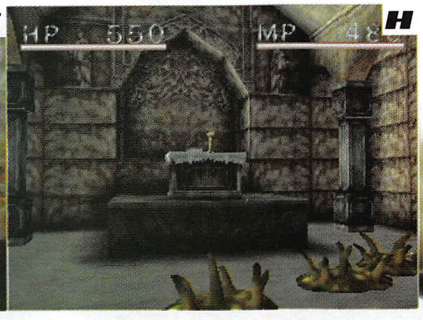




• developer/publisher **from software** • available **june 25**

SHADOW TOWER





(G) Detailed enemies and more realistic environments are the reason this game had been in development two years. (H) Notice the enhanced lighting and shadows.

IN THE PIPELINE

These hot titles arrived just as we went to press, so coverage is minimal. Expect the details in next month's *World Republic*.

POCKET FIGHTER *by Capcom*

Received quite literally hours before going to press, this impressive Capcom conversion comes kung-fu fightin' to the PlayStation in style. Using a simplistic 3-button configuration, the PlayStation version is arcade perfect. All the characters are included as well as a rather nice taster for Rival Schools. Look for full exposure next issue.



DARK MESSIAH *by Atlus*

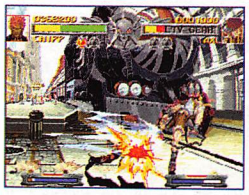
Similar to their popular Megami Tensai series of dungeon RPGs, Atlus' latest PlayStation release will have you exploring the passageways beneath a futuristic Tokyo once again - but much unlike the previously mentioned Tensai games, you won't be battling the beasts that reside there yourself. Look for a full review of Dark Messiah next issue.

IMPORT ROUNDUP

After hours of gameplay, we simply *had* to rate these interesting import PlayStation titles!

GUILTY GEAR *by Arc System Works*

This surprisingly good title from little known developers Arc System Works delivers very solid and fun 2D fighting action. On a system not renowned for its 2D capabilities, Guilty Gear is impressive in its animation and generally chaotic appearance, with the well designed characters flinging all manner of mad attacks around on screen. **B+**



T *by Jaleco*

At its core, T is a free-roaming action adventure platformer with many decent sized 3D environments. You'll grow power-ups from seeds, speak with translucent aliens, and watch the day turn to night in real-time. The ambient music is cool, the control is good enough, and the engine remains intact most of the time. It's funny, at first I played T because I was intrigued by its inexplicable nature. Now I crave the trippy variety. **C+**



• developer/publisher **takara** • available **now**

CRISIS CITY

Any game starring Pamela Anderson can't be all that bad...







Ready for importation and U.S. PS insertion, here's a look at Takara's "new type gun action duel," *Crisis City*, the company's latest PlayStation foray. I'll say one thing about Takara: they certainly keep it interesting. From the peculiar world of *Choro-Q* (pint sized cars, planes and boats) to the infamous *Toshinden* trilogy (you either love it or hate, I dig it) they certainly revel in creative license. With *Crisis City* they've taken the action shooter genre to a new happy place by incorporating rendered backgrounds with polygonal obstacles and enemies. While a bit lacking in play mechanics (you can roll and auto target, but not from a ducking position) *Crisis City* delivers on ingenuity, hard-core action, and pyrotechnics. You can explode grenades and flip cars into the air, Jon Woo style, until they disintegrate and almost everything catches fire, creating an almost Hong Kong action movie look and feel. Adding to the replayability, the game play is decidedly different depending on which agent you choose (both male and female characters range in speed, firepower, and defense capabilities), and at your disposal are vs. story and time attack modes of play. *Crisis City* is both dual shock (and this one's a rumbler) and analog compatible as well.





So if you're in the mood for a little counter espionage shooting mania, join forces with Ralf Hopkins, Ewan Franerlly, Alicia Taylor, Gerard Baker, Christie Brosnan, Ruth Grant, and (you gotta' love it) Pamela Anderson - and have it Japanese style! Oh, and by the way, yes, Pam is the one with blonde hair and big... er, guns.

Republic says - C



• developer/publisher **yukes/squaresoft** • available **now**

SOUKAIGI

Square's latest title falls short of the usual standard we have come to expect...



To put it simply - *Soukaigi* is a great attempt at a unique action game, plagued with horrid graphics and control, saved solely by an amazing soundtrack. Not exactly what I would hope for from a title with Square's label on it.

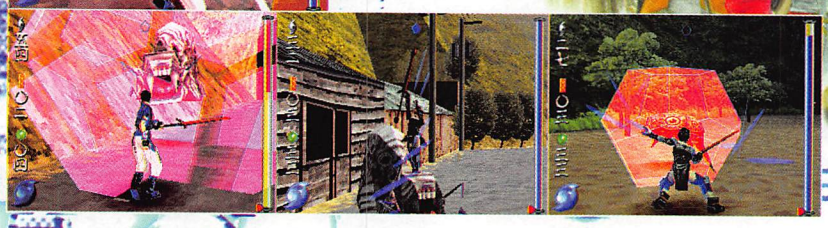
Yukes, a team known for little more than *Hermie Hopperhead* and a few wrestling titles had a great idea: Make a fast-paced game that combined RPG and action elements in a realistic 3D world, sort of like a modern *Secret of Mana*. Square apparently liked this plan, and not only attached their name to the project but also lent one of their most talented musicians. I wonder if the product was as disappointing for Square as for me?

In fact, the only real reasons I'm still playing *Soukaigi* are the occasionally enjoyable boss encounter and the hope of hearing new music tracks - not exactly the motivation Yukes was looking for, I'm sure.

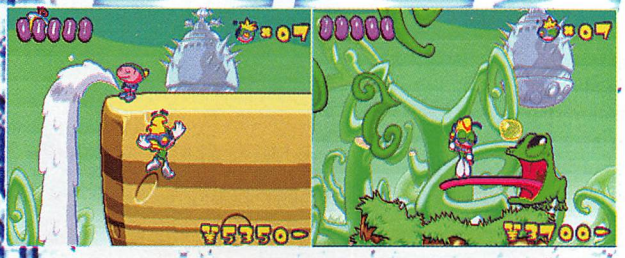
If I had more space for this review I'd go into the storyline aspects, the different characters you can control and adjustable abilities, but I guess that will have to wait until we cover the American version. Not that we can ever expect one...

Republic says - C









• *developer/publisher* ***red/sega*** • *available* ***now***

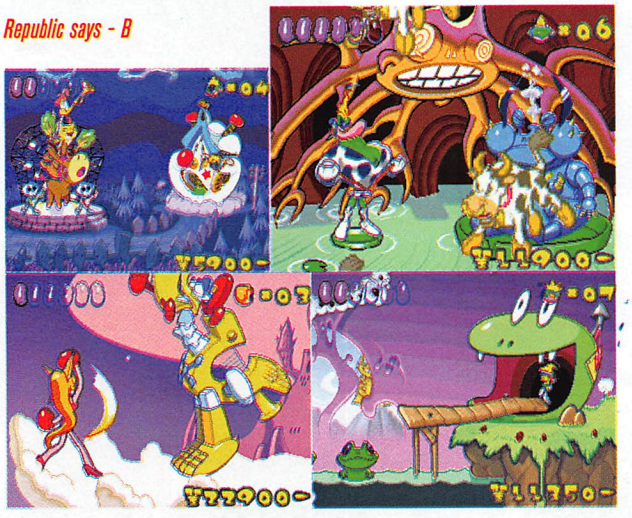
SUPER TEMPO

Tempo's in the house tonight...

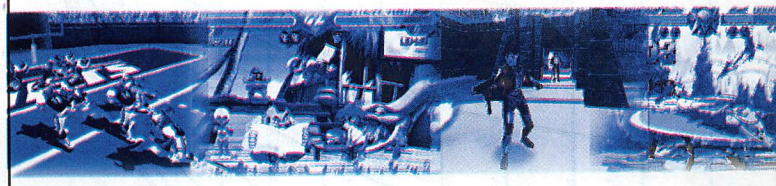


During the 32X's short lived reign as, uh (well ok so it never reigned), whatever it was, there lived a game by the name of *Tempo*. It was an odd (really odd) platformer that had brilliant animation, lots of color soaked hand drawn art, huge and largely stupid rendered bosses, and some animated backgrounds that evoked both signs of brilliance and the need to barf. Music was the motif, and the characters were a humanoid and insect hybrid. For some odd reason, I took a liking to *Tempo* (as I often do with quirky, off-beat imports), and now I'm probably one of the only gamesters in the US who gives a rat's ass about the sequel - *Super Tempo*. The fact that Red made a sequel at all makes me feel somewhat justified in my methodology. Red's prior endeavors, *Bonk*, *Legendary Axe II*, and *Lords of Thunder* are among my favorite TurboGrafx games, and while the latter two have little in common with *Tempo*, there are vague similarities with *Bonk*, if not only in the utterly wacky nature of both titles. *Super Tempo* mixes it up quite a bit more than the original with elements of adventure and some light shooting, but it's still a platformer at heart, and a good one at that. Besides being gorgeous to look at, *Super Tempo* features excellent animation and a bold sense of humor, making it not only a stand out import, but a highly collectable one as well. And besides enemies that pee at will (revealing stumpy little cock 'n balls), the overall on screen antics (from resurrecting farm animals to morphing into testosterone charged action heroes) will take you back to the days when *Bonk* turned into a fairy and kissed his enemies to death. A certain scene in *DJ Boy* comes to mind as well, but there is no eloquent way to describe it. I highly recommend *Super Tempo* to every Saturn zealot who frequents the import trade, but you'd better hurry - they didn't produce many and for some reason US importers, for the most part, underestimated *Super Tempo's* appeal.

Republic says - B



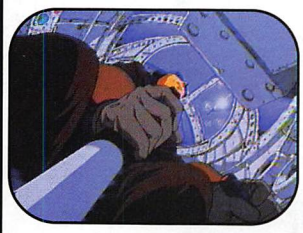




WWW.GAMERSREPUBLIC.COM

© 1998 Millennium Publications Inc. All rights reserved.





Super Atragon- The Motion Picture
English Dubbed Version
120 min.
Available now from A.D.Vision
Reviewed by Bryn Williams

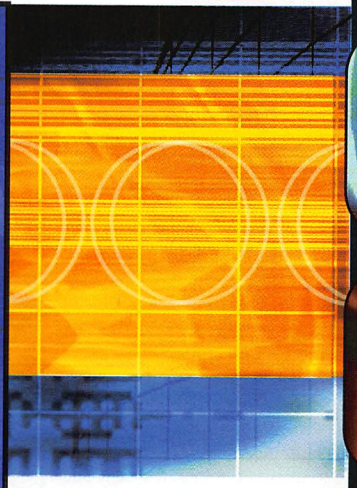
Claiming to be from Japan's greatest science fiction novel comes the story of *Super Atragon*. A bizarre and often surreal film, this offers a very unique combination of modern day sea warfare and alien-subterranean factions with psychic and kinetic powers beyond those of the human race. By venturing to provide protection from an enemy beneath the Earth's crust, human scientists and naval officers use a captured comet's energy to construct a monstrous submarine called Ra. At the time of the Hiroshima bomb in WWII, this secret Japanese ship was lost and presumed gone, thus leaving the Earth vulnerable to attack from the subterraneans. Fifty years have passed and strange events are taking place at both of the Earth's magnetic poles. Japan's naval forces investigate, only to be attacked by a mysterious black monolith emitting microwave radiation from the South Pole. Soon after the attack, the people of Earth realize that they are all doomed without the protection of the lost "Ra" attack vessel. The story is extremely absorbing and clever, if not a little disjointed, but appreciation must be forthcoming for the originality of the film. Animation techniques are quite old school, but the dubbed version stands up well with recent counterparts. A top notch film overall. B



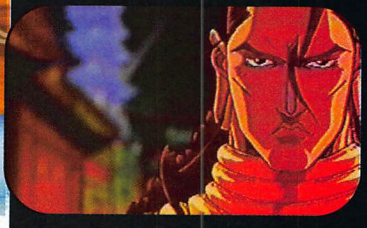
Darkstalkers Revenge Vol. 2
English Dubbed Version
60 min.
Available August from VIZ Video
Reviewed by Bryn Williams

After the initial introduction of the main *Darkstalker's* we find Donovan being followed by the sinister child Anita. Her fascination with Donovan's morals and dark lineage are a primary factor in the animated series' plot structure. With the introduction of Hsien-Ko and her sister Lin Lin, we find the human populous celebrating the temporary defeat of Dimitri and the Dark ones. The girls are Darkstalker hunters (much the same as Donovan), and are intrigued by tales of the man with the large sword. Meanwhile, the cursed armor-demon known as Bishamon has surfaced and a mighty bloody battle occurs between Donovan and Bishamon. The outcome is surprising, but









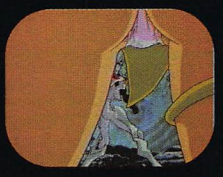


darker times are afoot with the ever menacing Phobos robots and their erstwhile unknown leader, Pyron, making plot-line tremors. All this development makes for an exciting (if slightly dialogue-based) episode, and this only adds to the suspense. The animation is superb, with vivid colors and smooth motion continuing in the vein of the first volume, and the dubbing is of the usual over-zealous type! Gripping stuff. B+







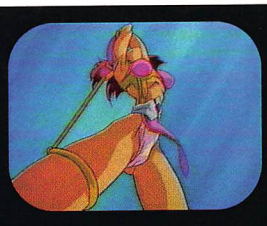


Voltage Fighters! Gowcaiser: The Movie
English Language Dialogue
90 min.
Available August 4th From Central Park Media
Reviewed by Dave Halverson



Whether or not you've followed the series thus far and regardless of your opinion on the game itself, *Voltage Fighters! Gowcaiser: the Movie* is a slice of anime you won't want to miss. It's got all the elements of a choice title: excellent character design, flashes of brilliant animation accompanied by good OAV standards throughout, and a story that encompasses a good mix of drama and action along with ample doses of character development. Dialing into the sci-fi genre as much as action and fighting, *Gowcaiser* takes place in the 21st century and looks it, blending futuristic with retro in a very convincing manner. Otherworldly beasts look menacing, wielding powerful magic - the action sequences are just excellent, very fluid and well acted. I was also surprised by the quality of dub - it's probably U.S. Manga Corps best. And finally, if you're new to *Gowcaiser*, well, let's just say that the female anatomy is celebrated throughout in a big and very jiggly way. Highly recommended! But I don't know about that apple/garlic tea. Gross. B+




Princess Minerva
English Language Dialogue
45 min.
Available now from ADV
Reviewed by Dave Halverson




Princess Minerva centers around the rebellious royalty of a princess (often naked) of the same name. She's a handful alright - even her handlers can't contain her wild spirit. When the king finds out she's entered in a gladiator competition, all hell breaks loose... in a manner of speaking (things don't break loose too much in *PM* comparison to other mature anime). There's not an overly deep story here, or all that much drama to speak of. However, there is some good character development; in fact, many of the cast are more interesting and better designed than the princess herself. Character design itself is rather simple, adhering almost too much to the standard human form for my tastes. The overall subject matter consists of a mix of light hearted - almost comedic - girl power, and mild sorcery; you won't find any flying penetration and the like. The Mature Audiences label refers to mildly animated naked boobs and little more - I'm surprised it's labeled as such. The dubbing is very good for the most part, although I did detect one out of place New York accent, and when Princess Minerva sings, cover the dog's ears. I hope it's supposed to sound that bad. In the end, *Princess Minerva* is good anime, although a bit light around the edges for the hard core action/adventure seeker. C

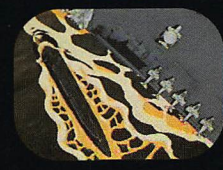





Silent Service
English Language Dialogue
100 min.
Available now from Central Park Media
Reviewed by Bryn Williams





Silent Service appears to be a radical breakaway from the average anime plot-line and creative style. Borrowing heavily from cinematic titles such as *Hunt For Red October* and *Crimson Tide*, director Ryosuke Takahashi submerges you into political intrigue and betrayal as Japan and the USA combine forces to create the worlds most powerful nuclear submarine. The Seabat (later renamed the Yamato) has the capability to be the most destructive force on the planet. Under the command of the Japanese Captain Kaieda, the vessel is commandeered, causing the two super powers to become very nervous. With the rogue sub on the loose, both countries are at the mercy of Kaieda and know that the sub must be recaptured. With the ever present threat of nuclear conflict in the forefront of their minds, the governments are in chaos over a potentially lethal situation.
This seemed like a strange theme for an anime flick and although it contains some good character development, you can't help but feel that it doesn't really go anywhere. Average animation with real life plot didn't really appeal, but it's by no means a poor film. A strange choice. C







Peacock King Spirit Warrior: Festival of the Ogres' Revival

English Language Dialogue
55 min.
Available Now From Central Park Media

REVIEWED BY DAVE HALVERSON

It all started when a young mystic, Tomoko, impeded Siegfried von Mittgard plans to re-ignite Nazi domination by finishing an occult ceremony that Hitler began before his death. *Peacock King: Spirit Warrior* and its *Mystic Defender*-like themes instantly attracted me. A melding of dark stories and ancient Japanese myth, such subject matter is part of what makes anime so interesting. Of course without proper voice acting, character design, and animation, it still goes on the rainy day pile. *Spirit Warrior 1 & 2* had all of these elements, but *Festival of the Ogres Revival* barely squeaks out two of the three. U.S. Manga has recruited voice talent from *Sol Bianca*, *Bubblegum Crisis*, and *Armitage III* (among others) for the US dub, resulting in a good overall (if not a bit too mundane) translation. The story line and overall direction are good as well, with plentiful evil spirits, wise old ancients in flowing gown, protoplasm burning holes through fat red and green ogres, and there's also a suitable climax to this chapter's revelations. Unfortunately, though, the animation and shading quality have slipped dramatically. This being a major part of what drove it all home for me, I find it a shame, especially given the series promise. We'll review *Castle of Illusion* next month. Start chanting for the quality to come back now.



C





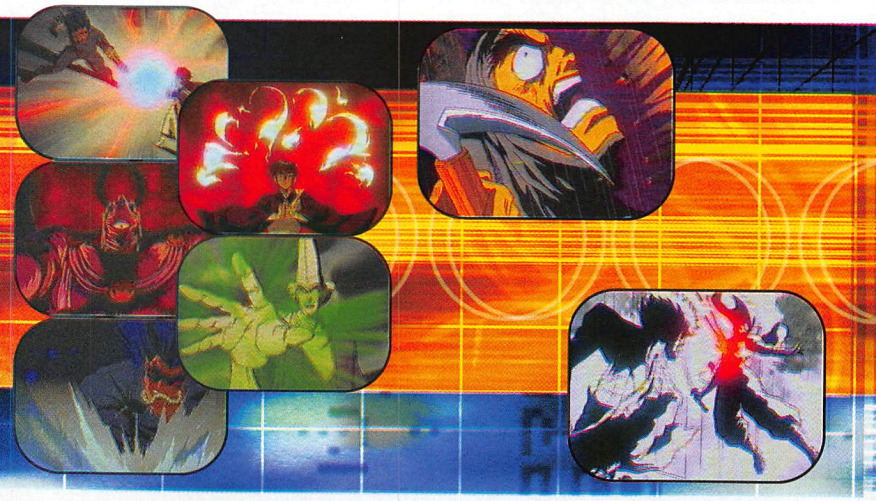
Black Lion

English Language Dialogue
50 min.
Available Now from ADV

REVIEWED BY BRYN WILLIAMS

Director Go Nagai (*Cutie Honey* & *Devilman*) brings us a film that sees the evil ninja overlord Nobunaga Oda laying waste to feudal Japan and, in particular, the Iga Mie ninja clan. His army of warriors are furnished with strange technologies and weapons of destruction, certainly out of place with the 1580's time-line. Perhaps even worse still is the fact that he has managed to employ the talents of a truly despicable warrior called Ginnai Doma. Ginnai strikes fear and terror into the hearts of all who dare challenge him, and when our hero, Shishmaro Teno of the Iga ninjas, falls wounded in combat with Ginnai, a positively visceral hatred arises between the two. Ginnai is not what he appears to be, having been violated and tampered with by Nobunaga, and for this reason, Ginnai is bent on the destruction of all other ninjas. Featuring some outrageous bloody battles and martial arts skills, *Black Lion* offers you an average *Ninja Scroll*-type plot and action sequences. Unfortunately, though, the ending is weak (and ridiculous), and thus leaves you wishing for more story and less violence. The animation is of a relatively high standard and it really scores with the awesome carnage, but otherwise, it's humdrum stuff all the way. C+







AR's own Melanie Melton

Lisa Ortiz, the voice behind Slayers' Lina Inverse and Ellis from Toshinden (among others), gets up close and personal with our own Melanie Melton...

AR: How did you train to become a voice actress?
Lisa: Well, I went to school for theatre, and I just graduated last May. I've always wanted to act and do things like that. It was a kind of serendipity that brought me into anime. A lot of my family members were into anime. My brothers were diehard fans. I would always sneak into their rooms and read their stuff. Eventually, I ended up having the opportunity to audition. It's been a fun experience for me.
AR: Do you have any favorite anime that's out there?
Lisa: Going into it, I would have to say my favorite anime was *Ranma.*
AR: *Ranma* is one of my favorites, too!
Lisa: I used to watch with all my friends. We actually sat down and went through all the episodes. It was my inauguration into anime.
AR: All the tv series, all the oav's...
Lisa: Everything. I had a great friend, and we would just sit down and watch
and watch. I just loved anything I could get my hands on. If it wasn't the best, it didn't matter - just whatever I could get my hands on.
AR: Those are hilarious. Probably an understatement, too.
Lisa: (laughs) Oh yea. It was really cool, I went to an Icon convention and got to meet the people who made *Ranma.* Actually, Toshi was there too. I'm really fortunate right now. Like I said, I'm just starting out. I just graduated from school and I was able to go in and be a part of something that means a lot to my family and my friends. I think it's really cool.
AR: I know you are liked by a lot of people.
Lisa: I know, it's exciting! I'm like Lisa Ortiz.
AR: How do you go about preparing for a role? Do you study the original performance?
Lisa: Yeah, usually I like to watch the original. I like to see what she does before hand. I usually try to at least be familiar with the story. The thing is, when you're involved as a voice actor, if you get too familiar with the story, then you really get emotional. It's part of my acting training. But I like to know the role a little bit, know what's going on, then I can be a little more spontaneous when I'm in the booth.
AR: Kind of get to know the character, see what their gonna do.
Lisa: Exactly. I mean it's the same thing if you were doing any kind of a role.
Before hand, you want to know what's going on. It may sound a little bit hoaky but I think it's fun. Hopefully people watching know that. I get connected to the characters, I like that.
AR: Regarding the issue, like the original performance. Do you try to keep the original feel to it or do you add your personal flavor or do you think you improvise.
Lisa: You can't help it. You can't help but adding your personal flavor to it.
I think that's fine. I'm treated as a character. Hopefully people see what I put into it. I'm bound to change a little bit. I hope I'm pretty true to it. The most important thing is the character's Lena and she's the story. You have to be true to that. I love the series so I wouldn't want to add anything to it that was different. Hopefully I'm true and I just give it an English/American feel.
AR: Was it the story or the character that appealed to you more?
Lisa: Actually, it's the character. She does so much, and she's so much fun.
She's really outlandish. I would love to say half of the stuff that comes out of her mouth. That's how I like to approach work. That's one of the things I look for when I'm doing something, to really find someone you can have fun with. Hopefully people are having fun along the way.
AR: Absolutely, we are.
Lisa: I have to say, I have to thank everybody who has given me feedback.

A lot of people have written to me. They mean so much to me. It's really fantastic to know that people are appreciating what I'm doing. I consider myself really lucky to be able to do what I have done.

AR: Do you tend to take more roles that portray your personality than those that don't?

Lisa: Certain things do fall into certain aspects of your personality and sometimes you find things that are in favor of what you are into at the moment. One time I did do a role in a thing called *Takami*, and at the time it was something really weird. The character was very much what I was feeling at the time. It's hard to approach a character and not give it a part of yourself. You can't help that. I don't think I have done anything that's too far out of my personality.

AR: When you play a character who you don't like personally, does it work against you?

Lisa: I can't say that. I 've never really played anyone I don't like. I try not to judge the characters that I'm doing, because you cant really be true to them if you are judging them. My job isn't to judge who I'm doing. It's just I try really hard to portray whoever I'm doing at that time.

AR: In the recording session, when you are doing *Slayers* or *Lodoss War*, are you reading the script with fellow actors or are you doing it solo?

Lisa: Oh no, it's all by myself. It takes a little bit getting used to. The stuff that I had done before that was normally in the theatres. People are there. You can bounce ideas off of them. Sometimes you are the first person to record. At first it was a little trying, but after awhile you get used to it.

You get to know who you are. You get to know who you are going to react to. Sometimes you see them before, sometimes you don't. Different actors have a different way of approaching things. After you have been in the booth for awhile, it's like they are your friend, like you know them.

AR: You are getting into your work. That's good.

Lisa: You can't help it. It's that animated part of you that you grew up with.

You get used to it. It's different if it was an animated series that was prepared straight out. You would get to work with the people.

AR: Kind of see how far you should go with the character, how they are expressing themselves.

Lisa: Yea. When I did *Lodoss Wars* that was really fun. It was the first project that I did. I had a blast! We'd go through, and I would listen to the japanese. Anyone who is a fan knows that if you are looking and you see the animation, they show so much emotion. You really connect with it. That's fun too. You aren't just working blind. You are working with someone who's really there. They are real people.

AR: These days it's like you're watching a movie. You can't just think it's animation.

Lisa: Oh yea! Without a doubt. That's one of the things I love. It really calls you an actor to able to go and show the full range of a person. That's what I hope. I hope people see a real character there.

It's so technical. I love it.

AR: When you are in the box, like doing fighting sequences for say, a *Toshinden* battle scene, do you act out, doing punches and kicks - really animated?

Lisa: It's funny that you say that. I'm very active. Sometimes you do a lot of arm waving and a lot of action that goes into it. It's not just me sitting in a chair. People think it's just a voice. Your whole body is in it. If you could sit and look at me through the window pane at me in my little fish bowl, you would laugh.

AR: Have you ever considered doing voice-overs for video games such as *Toshinden*?

Lisa: It's interesting. My brother asked me the same thing. I'm trying to expand now, because I love it. It's something I'm definitely interested in. I haven't done anything like that yet, though. Maybe some day.

AR: Great! We'll be right here to cover your video game debut! Thank You.



Welcome the newest member of the Anime Republic! ADV's Rod Peters & wife Vesta welcomed Nico Anthony into the real world on 5-29-98. Our sincere congratulations go out to Rod (who's a great guy by the way) and Vesta. The future of anime is in your hands, Nico!



Lina and Nahga have their hands full in ADV's new English Dubbed Slayers Movie!

We'll check in with Key (to see if she's found those 30,000 friends) with a complete series overview!



Coming in September...

仁 義 礼 智

THE HAKKENDEN
THE LEGEND OF THE DOG WARRIORS

Eight warriors linked by a mysterious destiny, bound to honor a promise they know nothing about.



Feudal Japan - Swords, Sorcery & Honor

Seven Volumes - approx. 60 min. running time

DUBBED VHS	-	$ 24.98 each
SUBTITLED VHS	-	$ 29.98 each
LASERDISC	-	$ 39.98 each

Call Pioneer Customer Service at 800-421-1621 for more information or check out our website at www.pioneeranimation.com

Pioneer Anime products are available from these and other fine video and comic book retailers:

TOWER RECORDS
SUNCOAST MOTION PICTURE COMPANY WE KNOW MOVIES
Virgin MEGASTORE MUSIC · MOVIES · MULTIMEDIA · MORE

© 1993 AIC • PIONEER LDC, INC.

PIONEER® The Art of Entertainment

忠 信 孝 悌

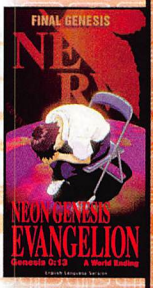
A.D.V. FILMS PRESENTS

TOP FIVE ANIME

GAMERS' REPUBLIC EDITORS' TOP FIVE

D. Halverson

1. Evangelion 13 AD Vision
2. Slayers the Motion Picture ADV
3. Gowcaiser the Movie CPM
4. Ruin Explorers ADV
5. Key the Metal Idol VIZ



B. Williams

1. Slayers Software Sculptures
2. Evangelion 13 AD Vision
3. Darkstalkers VIZ
4. El Hazard Pioneer
5. My Neighbor Totoro Fox



M. Melton

1. Slayers Software Sculptures
2. Pat Labor Pioneer
3. Dragon Ball Z Pioneer
4. Princess Minerva AD Vision
5. Darkstalkers VIZ



GAMERS' REPUBLIC READERS' TOP FIVE

1. **Evangelion 13** AD Vision
2. **Dragon Ball Z** VIZ
3. **Ranma 1/2** VIZ
4. **Darkstalkers** VIZ
5. **Lodoss War** Central Park Media



TOP FIVE ANIME CONTEST!

This Month's Winners:

1 Laura Whisman
Gurnee, Illinois

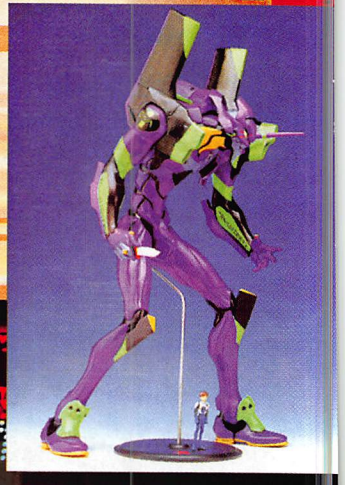
3 Zack Zoll
Kenner, LA

2 Wesley Neiss
Union Town, PA

Congratulations to this month's winners!

To enter the *ADV/Gamers' Republic Top Five Anime Contest*, simply send us a list of your favorite five anime, new or old. Make sure to include your name, address and age and send it to: ***Gamers' Republic Top Five Anime, 32123 Lindero Canyon Road, suite 218, Westlake Village, CA 91361***. First prize is Shinji's EVA-01 (which stands over 20" inches tall) and Evangelion 1 through 13!! Second Prize: Any two ADV releases and an ADV T-Shirt. Third Prize: Any 1 ADV release. All three winners receive a GR subscription. For your free ADV catalog (and this is one cool catalog) write to: ***AD Vision, 5750 Blintiff #217, Houston, TX 77036.***

No purchase necessary, void where prohibited, not responsible for lost or damaged luggage, objects in mirror may be closer than they appear.



codex republica

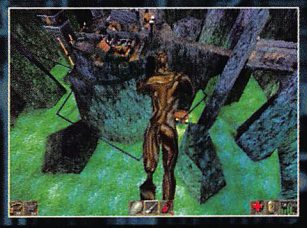
unreal

The wait was certainly worth it for this drop-dead gorgeous corridor game. Now, feel free to ruin it with these cheat codes. Press the little squiggly key above tab to enter each code.

Invincibility
god
999 ammo for all weapons
allammo
Flight mode
fly
No clipping mode
ghost
Disable flight and no clipping modes
walk
Add weapon or item to the world
summon (item name)
Toggle time
playersonly
Jump to indicated map
open (map name)
Third person view
behindview 1
Normal view
behindview 0
Set game speed
slomo(number)
Kill monsters
killpawns
Invisibility
invisible
Reset graphics and textures
flush

Unreal opens Codex this month with a nifty third person cheat along with the expected god mode. Check out the cool flight mode to explore some normally unreachable areas!





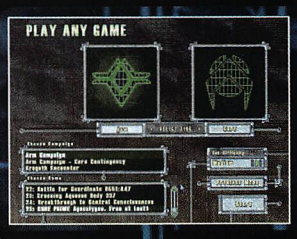
PC CD ROM

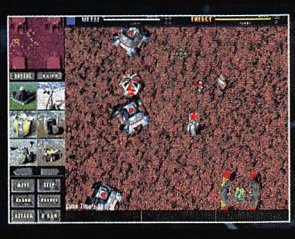
Campaign mode mission select
Click on the Single Player icon and type "drdeath" at the single player game screen. The Cavedog bone icon should appear between Load Game and Previous Menu on the right side of the screen. Click on the bone to enter the mission select screen.

Cheat mode
Begin a game in skirmish or multiplayer mode and press Enter to display the message box. Press + and enter one of the following codes. Pressing Enter should activate the corresponding cheat function.

Display game clock
clock
Increase metal and energy by 1000
atm
Double weapon damage
doubleshot
Half weapon damage
halfshot
Kill all units
kill
Decrease energy
noenergy
Decrease metal
nometal
Full map, disable line of sight.
Nowisee
Full radar
radar
Units sing when highlighted
sing
Toggle 3D sound
sound3d
Play CD
musiccdstart or cdplay
Stop CD music
cdstop

PC CD ROM





total annihilation

NINTENDO 64

aero gauge









China Town Jam track
Complete Grand Prix mode in first place on each track on Expert difficulty.

Neo SpeedWay track
Complete Grand Prix mode in first place on each track on Intermediate difficulty.

Dominator vehicle
Complete the game in first place with the Black Lightning on Expert difficulty.

Prowler vehicle
Complete the game in first place with the Hornet on Expert difficulty.

Reaper vehicle
Complete the game in first place with the Shredder on Expert difficulty.

Vengeance vehicle
Complete the game in first place with the Avenger on Expert difficulty.

Nintendo 64 controller vehicle
Begin gameplay in time attack mode. Keep racing until obtaining a time that ends in .064 seconds.

All tracks and vehicles
Hold L + R + Z on controller two before the title screen appears. While holding them, quickly press and release Up + C-Down on controller two when "Push Start" appears on the title screen. Then, press Start on controller one before the title screen disappears. Timing is critical in code entry.

king of sighters 97

PlayStation IMPORT

Fight as Kyo from KOF 94
Choose Kyo at the character select screen and press Start plus Triangle to fight as the King Of Fighters 94 version.

Activate Orochi characters
Press L1 + L2 + R1 + R2 at the character selection screen in any game mode. Alternatively, press Start + L1 + R2 at the character selection screen. Orichi New Team, Orochi Lori and Orochi Leona will be selectable next to Shingo.

Fight as Orochi
Enable the above code. Select versus or practice mode. Press L1 + L2 + R1 + R2 at the character select screen again.

PlayStation IMPORT

Level select
Select a character and hold R2 and press Upx2, Downx2, Left, Right, Left, Right, Square, and Triangle.

Restore health
Press Start to pause game play and press Upx2, Downx2, Left, Right, Left, Right, Square, Triangle. A shout confirms correct code entry.

Carry up to 99 weapon types
Hold L1 and press Upx2, Downx2, Left, Right, Left, Right, Square, Triangle at the weapon selection screen.

hot shots golf

All you freak left handed people out there can finally play Climax's awesome Hot Shots Golf with the proper "handedness". Check out the cool reversed course code as well. Now you can play Bizarro Hot Shots Golf.

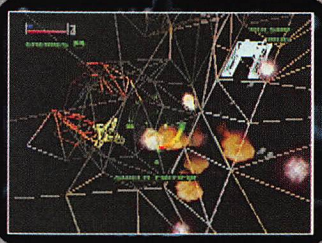
Right or left handed golfer
When choosing your character, hold L1 and press X to choose a left handed golfer. Right handed is default.

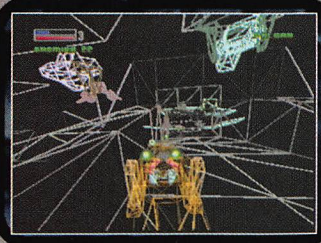
Mirrored courses
Highlight a course on the course selection screen and hold L1 and L2 and press X.

tenchu

PlayStation

forsaken





The gorgeous but ultimately vapid Forsaken benefits from the inclusion of these experience enhancing codes.

Unlimited nitro
Press Bx2, R, Up, Left, Down, C-Up, C-Left when "Press Start" is flashing on the opening screen.

Psychedelic mode
Press A, R, Left, Right, Down, C-Up, C-Left, C-Down when "Press Start" appears on the opening screen.

Wire-frame mode
Press Lx2, R, Z, Left, Right, C-Up, C-Right when "Press Start" appears on the opening screen.

Gore mode
Press Z, Down, C-Up, C-Leftx4, C-Down when "Press Start" appears on the opening screen.

Quick start
Press the reset button when the first screen appears. When the game restarts, press Start to skip the series of opening screens.



all star baseball '99 / bust-a-move 2

This gorgeous yakyu game has the ususal round of Acclaim big head nonsense in addition to a Parappa-like, paper-thin player mode. Always good for a laugh, eh.

Parappa-style players
Input PRPPAPLYR as a cheat code

Big heads, feet, and bat
Input GOTHELIUM as a cheat code





It's a well known fact that if you want a girl to start playing games, plop her down in front of this thing and she'll be hooked. She'll be even more impressed if you bust out these cheat codes like some sort of omnipotent player.

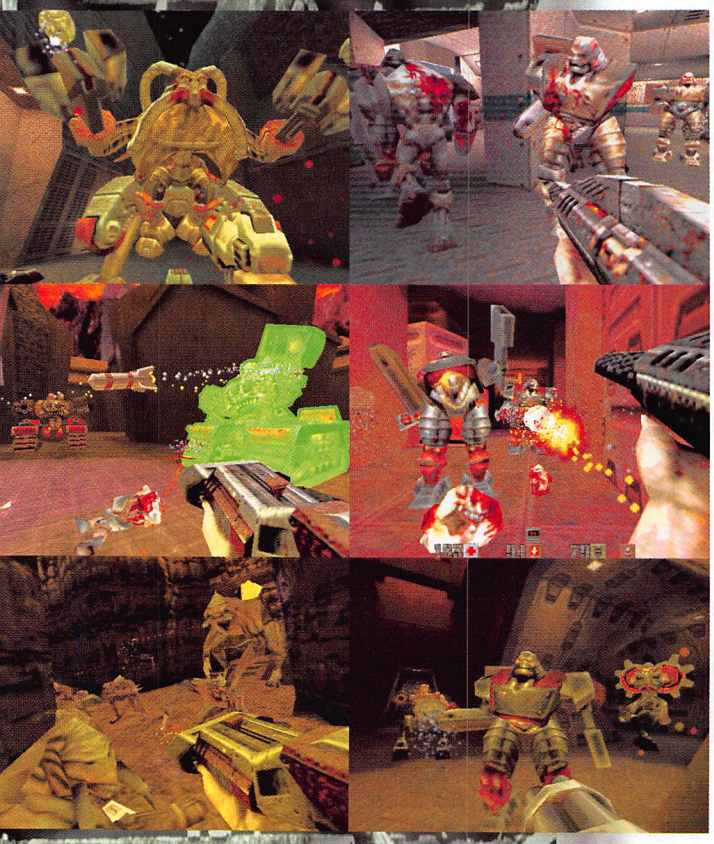
Another World Code
Press L, Up, R, Down at the title screen. A little creature should appear in the bottom right of the screen, confirming correct code entry. Select the one player Puzzle Game and "Another World" should appear below. Once this code is entered, it also allows you to choose your player character in Versus mode.

Play as other characters in one player mode
Before you select your destination in the one player Puzzle Game, press Left, Left, Up, Down, L, R, L, R, and then L + R. This will bring up a character select screen.





That wraps up Codex Republica for this month. Look right here for some killer post-E3 code action next issue!



As we all know, Stroggs like their bases colored brown, and the four enemy installations you'll be storming through in *The Reckoning* don't disappoint; it's as if your marine's helm-cam has malfunctioned and only displays in sepia-vision. This over-abundance of tan textures may be a little much, but any *Quake 2* player needn't worry as the spectacular level design and on-going fraughtness of the mission more than make up for a lack of diversity in the polygon wall-coloring department. Developers Xatrix couldn't stray too far from the id blueprints, and to their credit they've spruced up their Strogg bases with excellent lighting effects (including caverns with blue lighting!), pipes and an intricate level structure that'll have you zipping between areas on a quest off world to the true horrors contained on the Strogg's Moon base.

I'll dispense with the storyline, and instead dwell on the gameplay features. Playing through *The Reckoning* on "Hard" took me around 12 hours, and the whole experience was more than enjoyable. The puzzles present are never too cunning, the enemies are as unpleasantly positioned as ever (you'll almost get used to being gunned down from behind once you step into a new arena and a Gladiator ambush takes place), and the majority of the secrets involve freakishly-timed jumping onto boxes. This is all standard fare, but polished nevertheless; the actual levels rival the very finest home-made levels available on the internet. However, there's a couple of problems I experienced when trudging my way through *The Reckoning*...

quake 2
The Reckoning

Firstly, I was a little disappointed with the lack of new enemy encounters. True, there's three different types of Guard to gib into small fleshy chunks, and a number of foes you'll be reacting a little differently to ("*ooh, Iron Maidens! Hold on, that missile's HOMING IN!! Glurk!*"), but little in the way of new intelligent life. Despite the difficulty setting, the so-called Repair Bots never get close enough to reactivate fallen Strogg deviants (thus rendering them useless), but the real problems lie with the Gekks. They animate superbly, shambling and leaping like some crazed ape with more teeth than a Ferrari gearbox, but I found major collision detection problems to ruin the excellent animation. Gekks leap on top of each other and become stuck (floating in the air), and when they die in water, they have the tendency to "flick" into an upright position. These Gekks also throw yellow matter at you. This causes a horrible flaskback for me. You see, I went on a school visit to a zoo when I was seven and upon entering the gorilla enclosure, I narrowly missed receiving a roughly-fashioned ball of excrement to the face, courtesy of a bored-to-the-point-of-insanity chimp. And now, the nightmares have returned. But I digress...



Weapons: That's what cheered me up to no end, as three new pieces of killing ordinance are available, and two of them are amusingly efficient to utilize in both Deathmatch and Normal play. The Phalanx Particle Cannon creates two magnesium slugs that cause excellent splash damage, but are rather slow firing, and act like slightly less damaging rockets. Then there's the Trap, a portable gibbing machine and a marvelous device for pissing your opponent off in multi-player. Creating a vertical gravity storm, this literally sucks foes, gibs them and creates a chicken-tasting, finger-lickin' health ball in the process. Unfortunately, the last of the new weapons may poke fun at John Romero's theater of operations, but Unreal already has a ricocheting weapon which not only fires faster, but doesn't have projectiles shaped like triangular ravioli. Annoyingly damaging in multi-player, though.

The appealing price and Deathmatch levels justify this add-on, so as long as you can cope with a moderately easy mission, some glitching Gekks, an appallingly easy-to-destroy final boss and all that brown, you're sure to be excellently entertained with this romp into Stroggos and beyond...

- CHEAP, AN ABSORBING ALL-NEW QUAKE 2 QUEST.
- NEW WEAPONS ARE EXTREMELY ENTERTAINING.
- WELL-DESIGNED SINGLE AND DEATHMATCH LEVELS.
- GLITCHY GEKKS AND QUITE BLAND COLOR SCHEMES.

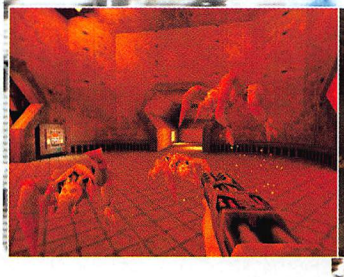
REPUBLIC SAYS... NOT AS MANY NEW ELEMENTS AS THERE COULD HAVE BEEN, BUT STILL AN ENJOYABLE, YET ANTI-CLIMACTIC ROMP, INTO STROGG CENTRAL. EXCELLENT NEW WEAPONS ADD TO THE FUN.

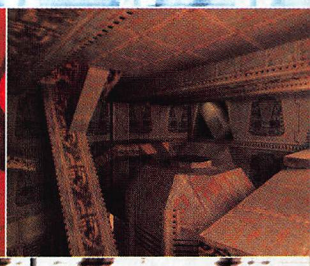
B

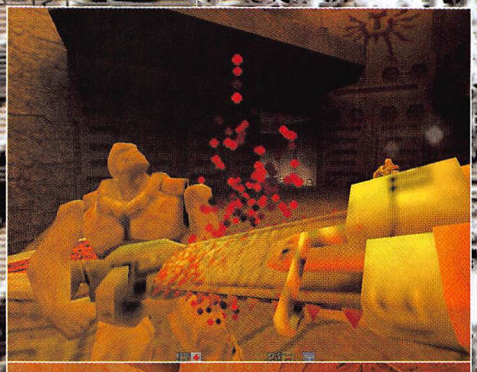
ground zero

The second mission pack

rip your foes apart in close combat!









For those who think all these Mission Packs with extra weapons are going to make fragging more hectic are going to have even more to worry about thanks to Rogue (creators of Dissolution of Eternity for Quake) and their stab at 15 levels of Strogg-based carnage. What we're salivating about are the weapons. First on our list is the Ripsaw. Evoking the spirit of *Doom*, this close assault chainsaw should provide some amusing carving of limbs and chiseling of offal amid the long range rocketing we've been used to. There's the Disruptor, which blasts forth a ball of dark matter that tracks incoming enemies, the ETF Rifle, a take on the machine gun that unloads armor-piercing lava nails into soft squishy sinew, an anti-matter bomb which detonates with a mammoth explosion causing splash damage so horrific you'll be peeling your enemies off the walls, and finally the Plasma Beam. This Railgun variant produces an instant beam of death which hits the furthest wall, is then swung around spasmodically, and cuts through anything fleshy that falls in its path. Players facing this in Deathmatch should also be warned that the discharge produces an energy wave that can knock you a few feet in any direction.

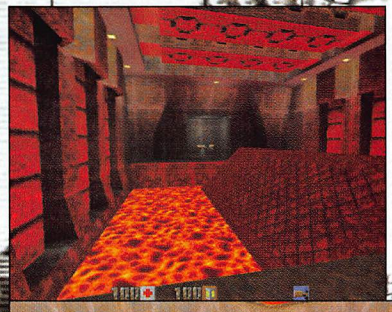
Of course, we've not covered this *Mission Pack* in any real detail yet (we're waiting for more impressive screenshots), so I'll only mention the new power-ups such as the Sphere (producing three different functions such as a Defender ball that attacks the last critter to maul you) and the Proximity Mines. Let's just say, however, that Deathmatches will never be the same again. So many ways to gib, and so little time... And real gibsters know that Mission Packs are only good for weapons and Deathmatch levels!

giblets

Fraggin' through the world of Q2...

A new level, visible weapon support and more for v3.15!

FINAL ENTRIES — QUAKE 2 UPGRADE 3.15 - FIXING AND GLITCHING



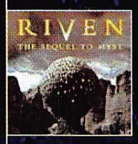




Id's latest upgrade includes a number of key features to ensure that your fragging remains as fervent as ever. Most importantly, visible weapons support is in; when waiting to join your game, the client autobinds the weapon to the current player model. Anyone not utilizing the vwep patch is shown in the game with a rather attractive semi-transparent cube around their lower half. Also included is a new Deathmatch level (known as Reckless Abandon), designed primarily for one-on-one Deathmatching.

Those with modems should check the connection speed set-up which seems to improve net performance to no end. Also check the Autodownload support, as every world map (with textures), models, pre-cached sounds and most (but not all) player model weapons and skins are downloaded prior to the gib festival. Flood protection to halt nasty repeated messages is in, as is a Fliterban to halt nasty, uncouth players. Unfortunately, there's one glitch we've seen using 3.15: Occasionally, when you frag but not gib an opponent, a ghost image of the fallen player will warp to their next starting point, allowing unscrupulous players to follow their quarry in confined levels. Something to fix 3.16, me thinks...

Riven
Virgin Records



Travelling somewhere between the outer rim of the unconscious and the inner sanctum of a dream state, the music of *Riven* invites the listener on a mystic journey through spaces of darkness. Strange and unsettling, the somber chords and bleak melodies rise through a field of unconventional sounds, invoking an aura of mystery. *Riven's* quiet and somewhat brooding ambience may be an awkward or slightly ineffectual listen for some, and the music tends to collapse in its lack of variation at times, yet there is an appealing current to the sounds that calls us back for more. You won't be playing this music in the middle of traffic, but you might enjoy its soothing company while exploring a new book or poem. Except for such moments of introspection and relaxation, the music is somewhat out of place. ***C+***
Bryn Williams

Road Rash 3D
Atlantic



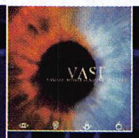
An overly stuffed pickup truck full of undesirables whizzes by a scantily clad female, its inhabitants howling like rabid dogs. As it fades from sight you hear "*check out that sweet hard tail, now that's a pig for the open road!*". A crude remark? No, they're listening to the *Road Rash 3D* soundtrack, an array of tuneage lifted from the blood soaked tar of the game like a dry scab with a loose corner. Some choice selections from this "must own mix" include the techno meets **Chili Peppers**-like *People Mover* from **Full on the Mouth**, the **Billy Idol**-if-he-was-really-drunk *Babylon*, or *Temptation* by the **Tea Party**. Or, perhaps *Sponge Cookie*, a surfer dude/monster mash-like lil' diddle from **The Mermen**. The odd punk tune is great for the old eye-hand coordination as you flinch at light speed for the skip button, but other than these early 80s I-wish-I-was-in-**Black Flag** concoctions, this is an excellent compilation. ***C+***
Dave Halverson

Anti-theft Device
Mixmaster Mike - Asphodel Records



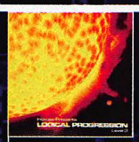
Ace member of the **Invisible Scratch Picklz**, **Mix Master Mike** delivers a massive 31-track excursion into film exerpts, bashing hip-hop beats, and non-stop scratched funk. From the get-go of *Anti-theft Device*, with *Ultra Intro*, you know he's about to f*ck sh*t up. So many staple and unorthodox DJ techniques are being manipulated at once, it might be too much for the casual trip-hop/hip-hop listener. Then again, there's a cool variety on this album, cut and mixed with the baddest of skills, so you'll find *something* to groove to. I'm serious. Solid beats, bass that kicks down over every track – deep and atmospheric – and high-style samples flow effortlessly. *Sektor Three*, for instance, begins with the repeated, distorted sample,"*More spagetti Mr. Mike? More spagetti Mr.Mike?!*" Aswered by "*Mmn! Alice, what kind of mushrooms did you put in this sauce?*" Ha! It's awesome. Asphodel has done well to sign **Mix Master Mike**...one of the best DJs around. ***B+***
Mike Griffin





VAST
Visual Audio Sensory Theater
Elektra Entertainment

Jon Crosby: visionary? Musical genius? How about both. The best new music I've heard this decade came to me at a listening station at the local Tower as "Here"(the first track) slowly burned into my psyche. Morphing from orchestral to metal to ambient and beyond, there's more spirit in the first track than a pile of anything else in recent memory. I could go on about *VAST* forever; every track on this debut is spellbinding. Need convincing? FF to "Touched", the CD's second track. After the chills disappear from the **Jim Morrison** like opening lyric, feast on the haunting chant, and then the mesmerizing chorus. Now close your eyes, listen to the rest of **VAST** privately (preferably on the highest-fi you can find) and pray that this is only the beginning. The rebirth of real music may be at hand. Hey, I can dream, can't I? ***A+***
Dave Halverson



Logical Prog. 3
Good Looking Records

The third offering from **LTJ Bukem's** insane Drum 'n' Bass musical stable is rather a mixed bag of tricks. The double CD package offers initial disappointment with the first disc containing a live set from *Intense* and vocals from **DRS** and **MC Conrad**. While being technically competent, something is lost in the production of this type of genre when recorded live. Preferably, music of this caliber should be studio-based to generate the desired sound for the listener. This said, the *Intense* set is adequate. *Level 3* really scores big points with the second CD as **Bukem** takes studio exclusives by **Tayla**, **Blame**, **Artemis** and **Big Bud**, and mixes the sounds effectively. A luscious compilation of vibrant tunes indeed, but nothing more than we have come to expect from **Bukem**. Overall, *Level 3* is recommended for Good Looking enthusiasts only. We look forward to his summer release of original material with bated breath. ***B***
Bryn Williams



FSUK 2
Ministry of Sound Recordings

Amid all the loads of compilations and continious mix albums, once in every blue moon does an album of such enjoyable continous beats appear on store shelves. Matt Cantor & Aston Harvey, aka **The Freestylers**, mix recognizable old school hip-hop beats and samples and bring them into the new school with elements of breakbeat, drum 'n bass and house. **Eric B. & Rakim**, **Whodini**, and **The Jungle Brothers** are American mainstays transformed into intensive new school examples of why the British scene is still way ahead of the game in the remix department. What is most impressive about the **Ministry of Sound's** release is its ability to maintain a frenetic level of scratching, layered tunes and a dance worthy tempo, a most difficult task considering there are 38 tracks on this 2-CD set (or 3x Ltd Edition Vinyl release). A superlative collection that makes you want to pull out the cardboard and break like it was 1983 all over again. ***A***
Greg Han

Your #1 Video game Distributor

W.I.T.

e-mail: sales@witgames.com
carlo@witgames.com

Fax us your needs • Pre-books • New Releases • Japanese Imports • Fast same-day shipping our specialty!!!

Fax (305) 507-0852

UPS · FedEx Federal Express · DHL

Mortal Kombat 4
by Midway



Off Road Challenge
by Midway



Aero Gauge
by ASCII Entertainment



Soccer 99
by Fox Sports



W.I.T.
8280 NW 27th Street, suite 515
Miami, FL 33122

Raise your sales and profits with our low prices, quick service and extensive inventory • Fax (305) 507-0852 • Just minutes away from the Miami International Airport • *All Rights Reserved. Any and all character names are trademarks of their respective companies.*

PlayStation · NINTENDO64

Dark City — Rated R

Trapped in a disturbing cycle of perennial darkness, *Dark City* shows a town where only solemnity and despair can exist—light cannot penetrate the stagnant streets, and the human spirit is even more impervious to illumination. Its buildings' dank hallways invite a sense of gloom, its dusky alleyways begin and end in coves of dark-green water. It is disturbing in a way, yet darkly beautiful, like a nightmare that is frightening but tantalizing, inviting us back for more. There is such a wealth of imagination on screen, such a sense of wonder, its hard not to be swept away by the glorious design of it all.

Alex Proyas, whose previous effort in *The Crow* showed his compelling ability for framing a visually arresting comic book world, uses a provocative script to carry our soaring imaginations even further. *Dark City* is a place of the future, a self-contained universe populated by a choice few humans, picked to serve as an experiment to prolong the existence of a dying alien race. The aliens, using the human dead as vessels for their temporary survival, transplant memories from person to person, searching for an answer to what makes man unique. They are searching for the soul; finding it, they believe, will grant them prolonged life.



The city the aliens have constructed is constantly morphing, rising and expanding from an energy source channeled from their collective thoughts. At the stroke of midnight, the town falls into a deep sleep, and it is then that the aliens make their rounds, switching memories, creating new identities, new lives for the inhabitants. The implications of such manipulations is what the aliens are studying, and it is here that we see the intrigue of the story: Would a man kill if his thoughts were exchanged with that of murderer? Do our memories and experiences mold us, or is there an inexorable soul feeding our existence?

Because one man is somehow unaffected by the "tuning," as it called, and is awakened during one of these sessions, the story builds through his attempt at piecing together his shattered memories. Watching such a creative and entertaining plight unfold, it's almost painful and all the more disappointing to see it end so quickly and uninspired as it falls into the gaping crater left by the finale of giant explosions and special effects.

Brady Fiechter

Out on video and DVD from New Line Home Video.

cinematrix

From cult movies to blockbusters, film entertainment for the video gamer



Scream 2 — Rated R

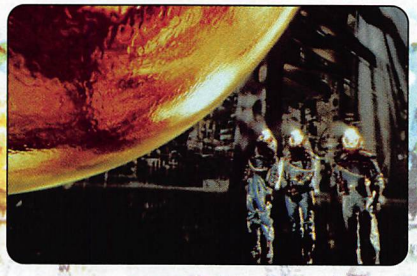
Like in the refreshingly creative *Scream*, the characters in its sequel know how ridiculous horror movies are, and they discuss them with delightful fervor every chance they get. They know what makes a good sequel – a bigger budget, increasingly gruesome death scenes, and an ever-more-frightening killer.

Scream 2 has it all covered, unraveling its expected plot elements through the survivors of the massacre seen in the first movie. The unnerving slasher in the Halloween ghost costume has apparently returned to finish the job he started, stalking Sidney (Neve Campbell) and her hapless pals across their college campus.

Anyone who has seen the first *Scream* will no doubt enjoy *Scream 2*, as it delivers with the same ironies, imagination, and intelligence as the first. There is one scene in particular, where Sidney and a friend get caught in a wrecked taxi as the killer stalks them that is an immortal horror moment. And oh yes, the blood does flow, living up to expectation of any good sequel. About the only thing we don't get more of — and this is the proverbial failure to all sequels, as pointed out by the characters themselves—is a better movie. But one thing the characters forget to mention is that few horror films are as good as the original movie they starred in.

Brady Fiechter

Out on video and DVD from Buena Vista.



Sphere — Rated PG-13

Have you ever read a book and then been disappointed by the movie adaptation? If yes, then *Sphere* might do this to you again.

Featuring an all-star cast, the story is based on the book by Michael Crichton (*Jurassic Park et al*). A group of specialists are sent to the bottom of the Pacific Ocean to investigate what seems to be an alien ship from the past... or is it the future?

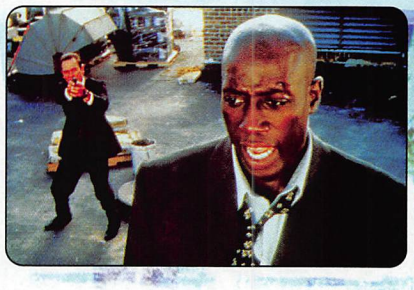
Dr. Goodman (Dustin Hoffman) and Co. (Sharon Stone, Samuel L. Jackson) soon discover that the seemingly deserted ship holds a strange sphere with the ability to re-create your worst fears.

Although the special effects are pretty good (especially the sphere itself), epic scenes from the book – the giant squid being the best example – are not actually seen and are left to the viewer's imagination.

Despite the long running-time, the movie leaves too many questions unanswered and the ending... let's not even go there! Although the story is a good one, maybe it should have been left on the bookshelf and not given to Hollywood.

Angela Harrod

Out on video and DVD from Warner Bros Home Video.



U.S. Marshals — Rated PG-13

If you've seen *The Fugitive* (and let's face it, you probably have) you'll remember Sam Gerard (Tommy-Lee Jones) – that hard-ass U.S. Marshal who barks orders at his subordinates and frowns a lot. Well, he's back in *U.S. Marshals*, and for him, history is repeating itself.

The chase is back on, but this time the fugitive is Mark Roberts (Wesley Snipes), a mysterious assassin who has apparently gunned down two Secret Service agents. Professing his innocence throughout, Snipes is on the trail to get that much-needed proof, when the plane carrying the prisoners crashes, Roberts gets his chance to escape, and then the US Marshals are hot on his trail...sound familiar?

Things don't look great for either party when Roberts becomes involved with a Chinese spy ring and Gerard is joined by a cocky government agent (Robert Downey Jr) - just to add that extra bit of friction and stress.

The movie has a good, solid story, plenty of action, decent acting and does what it sets out to do – be a very enjoyable action flick. Incidentally, if you thought the train crash in the original was cool, the plane scene in this one is even better! Recommended.

Angela Harrod

Out on video and DVD from Warner Bros Home Video.

Light & Darkness

AN INTERVIEW WITH JAMES WOODS

Do you find time to play video games?

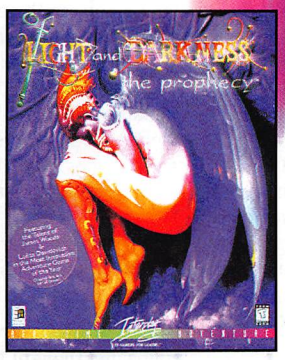
I used to play video games a lot, but I've been so busy lately I'm afraid to go near them because if I do, I know I won't be able to... I used to sit in front of *Crystal Quest* for like 40 hours. So I'm just getting back into it, but I loathe to do so, because I know I'll be hooked. It's like the same reason I was reluctant to play *Bridge* when I was at M.I.T., because the guys who would play *Bridge* would never graduate.

What attracted you to Light and Darkness: the Prophecy Project?

For one thing, Lolita Davidovich was doing it and she called up and said "Listen, I'm doing this thing, it really sounds like fun, would you like to do it?" And I met the guys and saw how the storyline was going to work, and I thought it was a very sophisticated. It wasn't a *Dungeons and Dragons* type thing, it was much more cerebral in a way, and I liked that about it. I think that's what drew me into it.

Would you like to work on any more video game projects in the future?

I would, actually. I had a great time doing it because we were sort of in the dark on how it was going to work. Lolita was in a chair with all the gizmos on to give them the points of light to animate her, and I was just sort of the omniscient voice. And a lot of times we were in areas where you had to do so many permutations it was hard to tell where we were going. I kind of like it when you're not sure where you're going with it and you kind of have to explore it.



I know a lot of people are reluctant to play games, but when they really sit down and give them a try, they're hooked. Do many of your colleagues, writers... just anyone on the set play games?

I know a lot of gamers because a lot of my friends are Mac and Windows savvy. I've always been on the Mac myself. In fact, I just got a PC, so now I can use Windows. It's of course the junior version of the Mac, but there's obviously just so much more software available. My best friend is sort of a big computer guy, and I always have been, so we were going to sit down and do *Light & Darkness*. But I haven't done it yet because I'm starting work on a movie tomorrow, and I thought if I start, I'm going to be interrupted a lot. And I want to sit down and just crack it. They say you can crack it if you really sit down and crank it. I want to see if I can do it.

Yeah, film obviously keeps you busy. What are you getting ready to work on?

Clint Eastwood's new movie, called *True Crime*. The thing is, when I used to be playing the games and I would get on the set, if I had a portable, I'd set up the computer in the trailer. It would be tough because they'd say, "Come on guys, we need you on the set." And I just wanted one more round, because you couldn't save right away. You find yourself in the middle of being really distracted.

How did you get started as an actor?

I got started by doing theater in college and high school, and then went to New York and did theater there, and worked my way up to the movies.

Can you site a particular movie, maybe years ago, where, after seeing it, you told yourself, "I gotta be in film in some capacity."

Yes, it was *On the Waterfront* with Marlon Brando. I just loved that movie. I thought it was so real and powerful. That was definitely it.

Are there any directors you'd love to work with in the future?

JW: Yes, Francis Ford Coppola I think is great, Penny Marshal I'd love to work with. I'm trying to think of some I haven't worked with. Barry Levinson. A young guy I really like is Paul Thomas Anderson. He was good with *Boogie Nights*. Quentin Tarantino too.

What are some of your more recent favorite movies?

Fargo was my favorite movie in the past couple years. I loved it.

What did you think of Titanic winning the Oscar?

Well, I thought it was preordained that it would. It's a very extravagant Hollywood movie, and those big, dramatic movies are always Oscar material.

But did it deserve it?

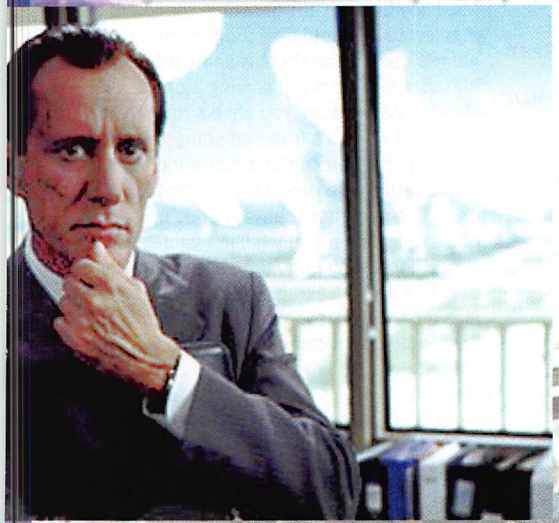
People voted for it, so sure, it deserved it. I'm sort of a democratic guy that way. It's a vote from the Academy members, and that was their vote. When people say does a movie deserve it or does an actor deserve it, I say the guy won it, he deserves it. In the past, you could argue that so and so deserves this or that, and it's so close, but it clearly appealed to people more than something else did.

Did you have a chance to see L.A. Confidential?

Oh yeah, I loved *L.A. Confidential*. A terrific film.

Any actors that, when you were coming up as a fledgling actor, you drew inspiration from?

Betty Davis and Montgomery Clift I thought were two of the great ones. GR



"...you had to do so many permutations it was hard to tell where we were going. I kind of like it when you're not sure where you're going with it and you kind of have to explore it"

FALLOUT

Welcome to the first intelligent banter with our respected readership. Should you wish to put pen to paper (or finger to keyboard), please write to: **Fallout, Gamers' Republic, 32123 Lindero Canyon Road, Suite 218, Westlake Village, CA 91361 USA (editorial@gamersrepublic.com).**

Well, let me just say that your first issue was...interesting. I was reading the reviews on *Parasite Eve* when I said the three magical words: "This is Bullshit." And you ask why? Well, for one, thing the reviewer (Ryan Lockhart) was totally narrow-minded. *Parasite Eve* is an innovative game made by the U.S. Squaresoft team. Have you ever seen a game made by U.S. Squaresoft?? Hello?? What he has said had a few good points, but he's not looking for what the game was really about. *Parasite Eve* is a game that shows a different aspect of what Square usually does. You take it for its beautiful CG, music, gameplay and innovation. Not everything can live up to the the *Final Fantasy* standard. And also, I happen to have read the *Xenogears* review. Same reaction... only it was after I read the first paragraph alone. Once again, this game is trying to live up to the same standards, but I believe it's a much better effort than *Parasite Eve*. It has amazing CG, music and gameplay. And most of all, the story... Square is known for its great story. It's what makes us feel great after playing for 60+ hours in a game saying we finally conquered it. It's what makes us cry when we find out that Aeris is dead. That is what Square is about. I know that I may sound like an avid supporter of Square, but really what I am is a gamer. I don't support all of Square's merchandise. Nor should anybody. I'm just looking for a good game. If you really want to rag about a game, trying doing so to something that deserves it (i.e. *Bushido Blade 2*, *Soukaigi*). Not much for me to say about those. I hope that I get my message through that you can't have a reviewer that is pessimistic and narrow-minded. I'm not saying that the person is biased, but the fact of the matter is, being biased is what makes a reviewer good. Good luck.

-Ben Truong via e-mail

And on the other side of the fence.....

I have a couple of comments directed at one of your staff, who I already feel I'll be having an interesting readership with, one Ryan Lockhart. Heheheh... Kudos for being the first I've read that doesn't just weep with joy about how great *Parasite Eve* is and tells it like it is. I was fairly disappointed after playing the game myself, though I now understand that it has a couple of positive issues most might not be aware of... Naturally I welcome any response to my comments, but that won't stop from writing in again I'm sure.

-Douglas Shark via e-mail

We were shocked by the deluge of mail concerning Mr. Lockhart's *Parasite Eve* preview. People had some, shall we say, strong opinions. However, there is no question that the game has more flaws than it should. And even if it can't be expected to live up to standards set by *FFVII*, that's simply the position Squaresoft put itself in when it set the bar so high. Who's ever disillusioned when a weak game comes from Midway? But if anything, we were glad to receive letters from those with opinions other than our editors. It's a sign that people care about their games and have their own thoughts, and we find that highly encouraging.

Hey, I just thought I'd write you and say how great I think your mag is. I just picked up your first two issues and was very impressed with the wealth of information. I read almost every gaming mag and I feel that yours is the best I've ever read. What really makes me happy is your wealth of import information and import CD reviews. I have just started picking up import games and CDs (mainly due to the death of the Saturn in the US, but I've also started picking up some PlayStation imports... *TOBAL 2* IS THE GREATEST FIGHTING GAME EVER), and it's hard to find out if the games I'm going to be buying are any good or not. How soon do you think your internet page should be up? I'm greatly anticipating it and hope it will be up soon. Also could you possibly post a Japanese release list on your site? I've looked all over the web and I can't find anywhere that lists when games will be coming out for importers. Well, in closing I'd just like to say keep up the good work.

-Bbobbjj via e-mail

We had to answer this one 'cause it lets us hype our internet site. Internet director Bryn Williams speaks...

As far as the site goes, you might want to check out www.gamersrepublic.com right about now! We have a launch site operational, and our main site will be up and live hopefully in around 1-2 months. We have to make sure that it is of the highest quality, therefore we want a little time to get it just right. Import titles will feature heavily on the main site, and we may or may not include a release list. That's something we need to figure out. I can promise you one thing though, and that is that GR-Online will be the number one source of video gaming information. Period.

Just wanted to drop you guys a note saying what a terrific new magazine you've put together! I just plowed through the premiere issue nonstop, and am now working my way through the second issue. So far, I've found your previews refreshingly blunt and detailed. This is particularly important as I have found too, too many times in the past in other gaming mags that previews go all out to sing an upcoming title's praises, and then when the game actually comes out, it is rated at about the level of cow dung. Major recent examples - *Spawn* and *Deathtrap Dungeon*. And I fear that *Batman and Robin* will soon join that less than elite category, too. Mind you, I feel it was based on a totally crap movie (Joel Schumacher should be shot in the _____! for such an atrocity!), but I digress... I have in the past felt quite misled by these previews. Your previews seem to be a lot more realistic, even recognizing that the preview is of a game that is as yet unfinished and whose shortcomings could still be remedied prior to release. Please keep it up! I also really want to commend you on your fabulous Japan gaming coverage! I am an import gamer and I really appreciate the detailed descriptions (especially as I don't read Japanese!). It's great to read details about games that are playable despite the language limitations. Your other features also made for great reading (such as the developer interviews) and I really enjoyed getting inside the developer's head, so to speak. You can be sure I will soon be sending in my subscription order! Thanks for the very pleasant surprise magazine!

-Lady Gamer from NYC via e-mail

You raise an interesting and delicate point, Ms. Lady Gamer. It is of course the job of a preview to withhold final judgement on a game's quality, but there is some room for a hint that a game is not coming along as it should. As a reader, you have a right to know this. And while it's true that some games can go through a miraculous turnaround in its last few months, a 70 percent game that looks and plays like poo almost always ends up being poo. You can generally tell if a game's basic concept is strong enough to survive the lack of polish and tweaking that usually accompanies a preview copy. We'll continue to do our best to be fair to companies and to you, our readers.

Thanks to everyone who took the time to drop us a line. We were enamored with the wealth of positive comments and took much of the criticism to heart. We read all letters and welcome all comments, good or bad.

Note: If you would like to email individual editors, simply use their first name initial followed by last name. Example: dhalverson@gamersrepublic.com

Hot New & Upcomming Titles





US N64 Titles

Buck Bumble
Choro Q 64
Madden NFL 99
NFL Blitz
Off Road Challenge
Space Circus
Superman 64
Turok 2

Import N64 Titles

Bio Tetris
**Dracula X 3D
**F-Zero X
Fighting Cup
King Hiru 64
**Legend of Zelda 64
Snow Speeder
Super Robot Spirits





US PlayStation Titles

**Abe's Exodus Oddysee 2
Asteroids
Capcom Generations
Dead Unity
LAPD 2100 A.D.
Men in Black
Moto Racer 2
**Parasite Eve
**Pocket Fighters
Pro Pinball Time Shock
**Rival Schools U.B.F.
**Sihlouette Mirage
Small Soldiers
Starcon
Tecmo Deception II
Thrill Kill
Tomorrow Never Dies
Tiny Tank
The Unholy War

Import Saturn Titles

Advanced VG 2
Code R
D & D Collection
**Deep Fear
**Dracula X: Nocturn in the Moonlight
Grandia: Digital Gallery
**Langrisser V
**Lunar 2:Eternal Blue
**Pocket Fighter
Radiant Silvergun
**Shining Force III/ Sen 3
Super Tempo
Soul Divide
Wachenroder
Ultra Man3





Import PlayStation Titles

Advanced VG2
B.L.U.E. Legend of Water
**Brave Fencer
Cygenetic Empire
Destrega
**Dragon Quest VII
**Ehrgeiz
**Estopolis 3 (Lufia)
**Macross Digital Mission VF-X2
**Metal Gear Solid
Metal Red
**Overblood 2
**Star Ocean: The 2nd Story
**Vision of Ecsaform





**Soundtrack Available

Blowout Systems

Jaguar System	$49.99
Jaguar CD System w/3 games	$69.99
SEGA	
CDX System w/9 games	$99.99
32X System w/Starwars Arcade	$19.99
CD Model 2 System w/3 games	$39.99
Genesis System w/6 Games	$59.99
Genesis Core System w/any *Genesis Game Purch. (*Games start as low as $19.99)	$39.99

Blowout Games

PlayStation	
Agile Warrier	$19.99
Air Combat	$19.99
Black Dawn	$19.99
Chess	$19.99
Command & Conquer	$19.99
Disruptor	$19.99
Mass Distruction	$19.99
Odd World: Abe's Oddysee	$19.99
Nascar Racing	$19.99
Tomb Raider	$19.99

Price shown does not include **shipping & handling charges**

General questions answered on:
info@gexpress.com

Questions about current orders:
order@gexpress.com

GAME EXPRESS INC.

OVER 2500 TITLES IN STOCK, LOWEST PRICES

WEB SITE: www.gexpress.com

Orders 212-290-0031

Direct all Inquires & Payments to the GE Headquarters at: 126-128 W. 32nd St., New York, NY 10001

Showrooms:167 Glen Cove Rd., Carle Place, NY 11514 Tel. 516-248-4911 • 163-18 Jamaica Ave., Queens, NY 11432 Tel. 718-739-5045 • 534 86th St., Brooklyn, NY 11209 Tel. 718-833-0598
1537 Decatur Ave., Bronx, NY 10458 Tel. 718-295-4886 • 32-59 Steinway St., Astoria, N.Y. 11103 Tel. 718-728-1313 • 1464 Rockaway Pkwy., Brooklyn, NY 11236 • 136-04 Northern Boulevard, Flushing, NY 11354

Price and availability are subject to change without notice. We accept all major credit cards, Money Orders and C.O.D. (some restrictions may apply). Allow 14 business days for shipping when paying by personal check. All sales are final, we will only replace defective items with the same title. Game Express Inc. is not responsible for misprint. NY residents add 8.25% sales tax to your order. All tradenames/trademarks are the properties of their respective owners.

Action Figures v.1-7 as low as $9.99 + up (BANDI's last limited run. This will be the absolute last time you can get your hands on this great collectable figure.) Individual Packaging (Japanese) Boxed Set (U.S.)

F.F. VII H.G. Keychains 14 Characters, 3" Tall; $9.99 for a set of 2 (Set 1 not shown)

F.F. VII Int. Memorial Album Book $39.99 (not shown)

F.F. VII 6 pc. Reg Keychain Set $19.99 (shown below)

F.F. VII Posters: all 7 char. avail. 1st $7.00; ea. addtl. $5.00 ea.;

F.F. VII International Post Card Book (30 Cards, 2 Stickers) $24.99

F.F. VII Stationary Kit $29.99 (not shown)

F.F. VII Wall Scrolls $19.99



Complete HG Set 2 shown here
$29.99 Action Figures
6 Piece Collectors Set
Cloud, Aerith, Barrett, Tifa, Frog, Chocobo

Petite Figures

Sailormoon
11" Dolls #1-9 $29.99 ea. (not shown) all Scouts available
Chibimoon Super S 8 " Doll $29.99 ea.
Sailormoon Super S 11" Doll $29.99 ea.
Posters: 1st $7.00; ea. addtl. $5.00 ea.
Petite Figures v.1-9 $14.99 ea. (shown)
Keychains Sailorstar 6 pc. $19.99 (not shown)
Music CDs $19.99 ea.





ACTION FIGURES
$14.99 + up ea.

DBZ Super Battle Collection v.1-27
DBGT Super Battle Collection v.28-33
V. 35 and 36 (not shown)

DBZ Japanamation VHS Tape Series $14.99 (3 episodes per tape) Movies $19.99



Music CDs

Panzer Dragoon Saga Original Soundtrack
Bust A Move
Playstation Tekken 3 Original Sountrack



Call for Complete Selection of Game Soundtracks

LUNAR SILVER STAR STORY

Lunar 2" Character Avail. Keychain 5 pc set $19.99 (not shown)



Lunar Eternal Blue Prelude Soundtrack

JOIN THE RANKS OF THE REPUBLIC'S FAITHFUL...



Over 60% Savings!!!

Nuns from the Holy Order of Saint Teresa - Honorary members of the Republic since 1937.

SUBSCRIBE

BAD HABITS ARE HARD TO BREAK!

Praise be, 'tis easy!	Newsstand Price:	Gamers' Republic Subscription Deal:
12 Months of Gamers' Republic:	$71.88	$29.99
One Official Strategy Guide:	$12.99	FREE!!
Total Cost:	$84.87	$29.99

Order By Mail:

Gamers' Republic
P.O. Box 469049
Escondido, CA 92046-9049

Order By Email:

gamers.pcspublink.com

Order By Phone: (9:00 am to 5:00 pm pst)

1.800.691.7886

Choose an Official Strategy Guide FREE with your Paid Subscription



★ Get thee to a nunnery, impatient one! All the guides marked are not available until later this year.

Give praise to the Republic!
❑ *12 Issues for $29.99*

And I will utilize one of the following permitted gaming tomes to further my delight:

- ❑ *Quake for Nintendo 64*
- ❑ *Turok 2 for Nintendo 64 & PC*
- ❑ *Metal Gear Solid for PlayStation*
- ❑ *Legacy of Kain 2 for PlayStation*
- ❑ *Akuji for PlayStation*
- ❑ *Gex for Nintendo 64*

Prices include all applicable taxes. Prices and guide release dates are subject to change. Please allow 4-6 weeks for delivery. Include this order form with your payment or credit card information and mail to:

gamers' republic
P.O. Box 469049,
Escondido, CA 92046-9049

GR03

Name: _____

Address: _____

City: _____ *State:* _____ *ZIP:* _____

Phone Number: _____ *Birth Date:* _____

Payment method: ❑ *Check or Money Order*
❑ *VISA* ❑ *MasterCard*

Please make checks payable to "Gamers' Republic"
Credit Card Information:
Number: ____ ____ ____ ____ *exp:* __/__

Cardholder's Name: _____

coming next month

:LOGIN INITIALIZED
:BEGIN TRANSMISSION



When *Gamers' Republic* editors enter a new realm of real-time strategic warfare, this can mean a comprehensive behind-the-scenes playtest of only one game: Westwood's *Command & Conquer 2: Tiberian Sun*. Packed with exclusive screenshots, a team interview and an abundance of artwork, key *GR* hacks are preparing a Nod offensive (utilising the many new combat vehicles such as the tunnel tank and heavy dreadnaughts) as you read this. When we return from our Vegas/Westwood melee, we'll inform you of our battlefield simulation results.

We're also enthusiastic about the return of *Rayman*. A whimsical inhabitant of a brilliantly colorful fantasy world, Rayman is making his move into the third dimension in surprising style. His second venture is set to propel Ubisoft into the hearts and minds of discerning U.S. gamers, and rightly so. We leap around *Rayman 2*'s fabulously detailed environments next time...

Of course, what would an issue of *Gamers' Republic* be without a massive feature on a spectacular first-person shooting title? Well, *Half-Life* fans needn't be disappointed as we fly up for a weekend with the team, conduct interviews and, yes, conduct that "hands-on playtest" for your perusal.

Of course, all the latest and greatest console software from E3 shall be delved into as we continue to fulfill your desire for top-quality video game reporting. Until next time... Game Over.

command & conquer 2
tiberian sun

:REPUBLIC OUT
:TRANSMISSION COMPLETE
:LOGOFF

COMMAND & CONQUER TIBERIAN SUN

ISSUE 4:
STREET DATE:
AUGUST 18, 1998



Pocket Fighter is an entertaining fighter featuring those funny little "Puzzle Fighter" characters in 5 battle modes against each other, where they kick, punch, and morph their way through. Featuring 12 Capcom characters from Street Fighter and Darkstalkers. **For the Sega Saturn.**







Coming in July



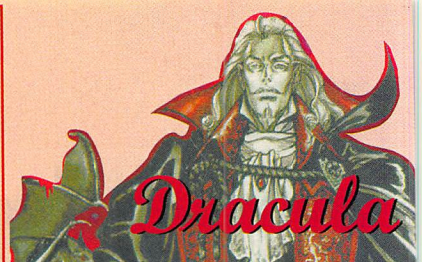
RADIANT SILVERGUN is this years best shooter game. It allows you to choose from 7 different specials weapons. The graphics are spectacular. So, get ready to help save the planet in this new shooter for the Sega Saturn.



DEEP FEAR



This complex alien/horror storyline game is probably going to be the last major 32 bit game for Saturn. So, get ready to scream for help under water! Coming this summer **for the Sega Saturn.**



This wonderfully developed side scrolling game has been enhanced for the Saturn. It will include a new character, a a few 3D tricks thrown in measure. Gameplay is ma exciting by the addition of wings to Dracula's castle, "Underground Cavern" an "Poisonous Plant Ridge", game that will fully take a of the Saturn's 3D capabil **the Sega Saturn.**

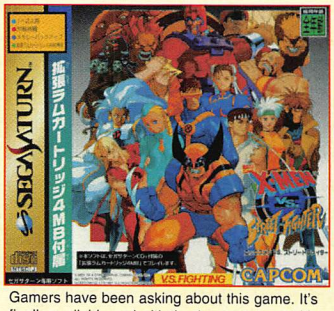






X-Men vs. Street Fighter

Faster & Better Than PSX Version!



Gamers have been asking about this game. It's finally available and with the 4 meg ram cart, it's a dream come true. Just like the arcade.

VISIT OUR CYBER STORE @ WWW.TOMMO.COM





Vampire Savior is almost identical to the arcade game. The Saturn, in conjunction with the four meg cart, have effectively become a CPS2 board, which incredibly speeds the games loading time. Four new characters have been added since Night Warriors, and they are full of insane, special moves and all manners of Capcom style quirkiness.

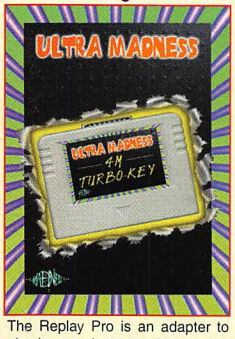
All Japan Pro-Wrestl



A great wrestling game by the makers of " Fighters' series. The game features some of best Pro-Wrestlers battling out it in this awesc wrestling game.

4M TURBO-KEY

For the Sega Saturn



The Replay Pro is an adapter to play imported games with a 4 meg ram cart, a back-up memory card. Never will you need to swap converters and ram carts again when you play your imported Saturn games. Ideal for games like "X-Men vs. Street Fighter, Vampire Savior and King of Fighters '97.

PRI-FUN COLOR PRINTER



This inexpensive, yet efficient printer will allow you to transfer images from your TV, VCR, Camcorder, or Video Game system onto photo paper! It is easy to operate, and most of all it will provide you with countless fun projects.

Available only at Electronics Boutique!

Additional Peripherals



Pri-Fun Photo Paper
There are two types of photo paper. Regular paper (6X7) and Sticker paper. Each pack comes with 30 sheets



Pri-Fun Toner
Each Toner will allow you to print 30 pictures. Easy to install into your Pri-Fun.

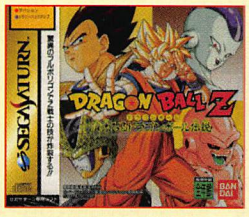


Pri-Fun Pause Pack
This adapter will allow you to capture any frame on the screen by freezing the image. It also enhances the image of the print out.

Dragon Ball Z Legend

A fighting game that features the most popular animated character "In The World". The game features 3D spectrum fighting with 2D animated characters.





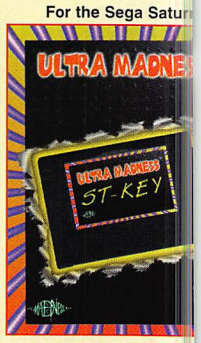
BLAZING TORNADO



This is an all time favorite 2D wrestling game. Featuring 8 wrestlers and dozens of awesome maneuvers and wrestling moves. This game is a must have for wrestling fans.

ST-KEY

For the Sega Satur



An adapter that plugs into th tridge port to allow the Sa play imported software. Ide Japanese and European ga (Converter does not transla texts).

Please call for more import titles and accessories for the Sega Saturn™, N64 and Playstation Systems.



DESTRUCTION DERBY



THUNDER FORCE V



KING OF FIGHTERS 97



FIRE PRO-WRESTLING



DEAD or ALIVE



TIME COMMA

TOMMO™

For mail orders and inquires:

Tel: (626) 839-8755

Fax: (626) 839-8751

email: tommogames@aol.com

Import Saturn games now available at:

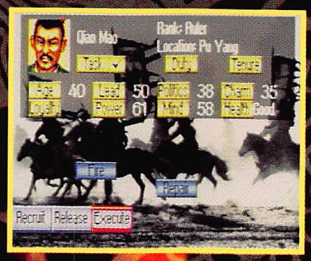
electronics boutique

software etc Babbage's

Sega™ and Sega Saturn™ are registered trademarks of Sega Enterprises, Ltd.
All names and logos are the registered trademarks of their respective companies. Not responsible for any misprints.

© 1998 TOMMO INC. Prices are subject to change without notice. No r







Romance IV of The Three Kingdoms
Wall of Fire™



Prepare to unify China's second "Han Dynasty," as it's on the verge of destruction. It's up to you as the ruler to unify a country torn apart by rebellions. You must expand your kingdom by building a strong military or try to outsmart your rivals during negotiations. Use new exciting weapons to defend your people and your kingdom. Your strength is also measured by the economic power and the happiness of the people. So get ready to be the ruler of the ultimate dynasty.

vailable at the following retail stores:

electronics EB boutique

TOYS "R" US

software etc Babbage's

PlayStation

KOEI

KIDS TO ADULTS
K-A
AGES 6+

ar ce of the Three Kingdom IV is a registered trademark of KOEI Corp. Playstation and the Playstation logo are trademards of Sony COmputer Enteainment, Inc.
th r trademarks are trademarks of KOEI Corp. © Tommo Inc 1998. Tommo Inc. is a registered trademark of Tommo Inc. All rights reserve.

Azure Dreams™

Enter the dream...

Take control and find your destiny in this epic adventure from the makers of Suikoden and Vandal-Hearts.

EVERYONE
E
CONTENT RATED BY ESRB

Capture and control monsters in your quest to explore the Demon Tower

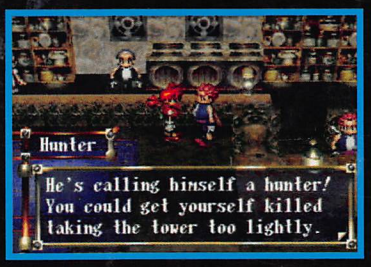
Learn and use explosive spells with breathtaking graphic effects

Help build up your hometown and attract new settlers

Maybe even find true love

PlayStation®







1-900-896-HINT (4468) www.konami.com $.95 per minute charge. $1.25 per minute support from a game counselor. Touch tone phone required. Minors must have parental permission before dialing. Hints are available 24 hours a day. Live support Monday - Friday 8:30am to 5:00pm CST only. Prices and availability subject to change. US accessibility only. Azure Dreams is a trademark of Konami Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Konami® is a registered trademark of Konami Co., Ltd. ©1998 Konami of America, Inc. All Rights Reserved.

KONAMI